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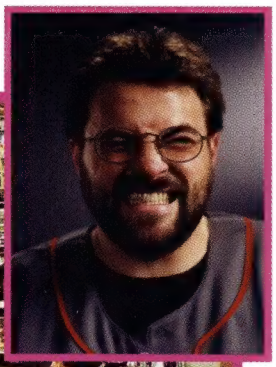

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Frank Miller's "Last Hand" in *Daredevil* #181 was readers' favorite story from 1982 (when he was also our readers' favorite artist), and Miller and Lynn Varley's *Elektra Lives Again* was the favorite original graphic novel from 1990.

DC was our readers' favorite comics publisher of the twentieth century.

What are *your* favorites?

CBG Editor
Maggie Thompson

Maggie

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Awards are often for "The Best." Or they *announce* that they are for "The Best." Whether it's the Oscars for film, Emmys for television, Nobel for whatever, it's "The Best," the awards organization says it's recognizing.

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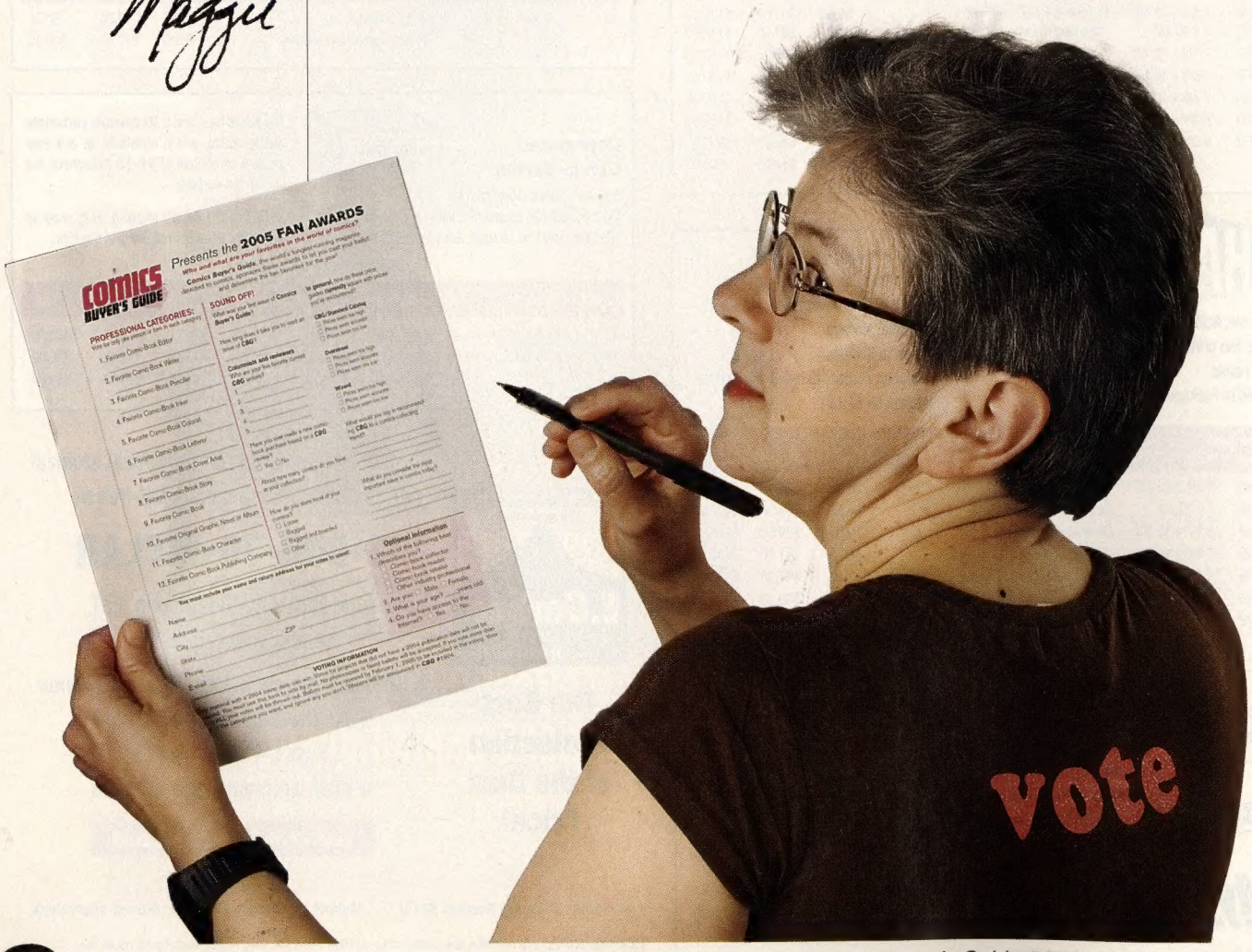

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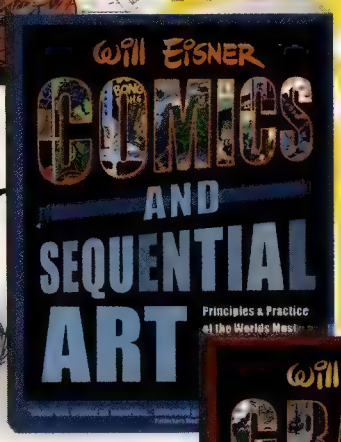

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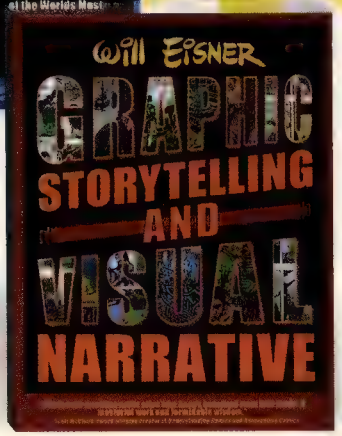

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DEATH CANNOT STILL HER BLADE

ELEKTRA RETURNS FROM BEYOND

by JAMES MISHLER

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When we last saw our heroine, Elektra Natchios, she was dead, stabbed with her own sai by Bullseye.

Of course, she got better.

After all, character resurrections are not limited to comic books — they are also an old and honored Hollywood tradition. With the solid financial, if unremarkable critical, performance of 2003's *Daredevil* — and especially with audience reactions to the Elektra character as portrayed by Jennifer Garner — a sequel featuring Elektra was a sure thing. As things evolved, however, with Ben Affleck's on-again/off-again desire to reprise the role of the Man Without Fear, and the growing popularity of Garner herself through her television show *Alias*, it became apparent that a solo Elektra-Garner movie might be preferable. So now *Daredevil 2* waits, while the *Elektra* movie winds down in post-production, targeted for a Jan. 14, 2005, release.

What can we expect from *Elektra*? Well, although the *Daredevil* movie didn't exactly follow the comic-book origins of Daredevil or, more especially, those of Elektra, it came fairly close. More to the point, few of the changes that were made for the movie would *heavily* contradict anything found in the comic books. Also, the writers for *Elektra* — both the screenplay written by Zak Penn and the story developed by Stu Zicherman and Raven Metzner— reportedly developed the movie plot using elements taken directly from Elektra's *Daredevil* appearances and the *Elektra: Assassin* comic-book series. These facts, together with the known cast of characters and other elements from the movie that have leaked to the public, make it possible to put together a good, general idea of where the movie is going to take us and what we will see on the journey.

Death and resurrection

In *Daredevil*, Elektra died in Daredevil's arms, as he "watched" her heart stop, using his super radar sense. But even before the end of the movie, viewers knew she was alive again, when Matt Murdock found a Braille version of her good-luck talisman. Movie releases have already mentioned that she is resurrected — resurrected by The Order of The Hand.

There was, however, no indication that she had been a member of The Hand prior to the end of *Daredevil* — that would have already have corrupted her soul, and, though she was violent, there was no indication of *that* degree of evil. Previews of the film make it clear that she had already been trained by Stick, the master "good guy" of The Chaste (portrayed in the movie by Terence Stamp), and this is how she attracted the attention of The Hand. Though in the comic book, The Hand sought her resurrection only after she had died as a member, it would not be beyond them to resurrect the student of a former opponent to serve their own evil organization.

In the original comic book, Daredevil was on hand, and his love for her purged her of her evil. In the film, Daredevil will not be present, and, when she is resurrected, Elektra, still lusting for vengeance and still filled with anger and hatred, falls under the power of The Hand.

Walking a dark path

Once in the hands of, well, The Hand,

Colored changes

Costume changes in the movie will help signal to the audience where Elektra stands in her personal struggle between god and evil. In *Daredevil*, Elektra wore a black outfit, which signaled her desire for revenge, and her new tie to the night. In *Elektra*, she wears at least two major outfits — the classic red assassin outfit (redesigned for modesty), and a white martial artist outfit. While wearing the red outfit, she stalks her prey — just as she does whole corrupted by The Hand in the comic book. While wearing the white outfit, she trains with The Chaste, and seeks balance in her own soul. A prediction — at the end of the film, as was seen at the end of *Elektra Saga*, we may well see her wearing the assassin-style outfit, only in white instead of in red, symbolizing her both purified yet coming to terms with her evil past.

Elektra performs a series of assassinations, each more evil and soul-shattering than the last, as The Hand continually pushes her toward ultimate corruption. Then, she is assigned to assassinate Mark and Abby Miller, a seemingly innocent father and daughter, ostensibly for something that Mark's grandfather did in the past. After Elektra befriends Abby to get to her father, Elektra begins to realize that the dark path she is walking is everything she once stood against. She sees in the father and daughter a reflection of her own life — including the father she herself lost at the hands of an assassin. She also finds in Abby a reflection of her younger self — and decides that she will not let the girl undergo the same horrors that led her down her own path of darkness.

She determines that she will no longer be a tool in the palm of The Hand, does not assassinate Mark Miller, and turns against her dark masters. What happens at this point is not clear. Possibly, she flees, with Abby and Mark, to the home base of The Chaste, there to seek sanctuary for herself and her charges. Or perhaps The Hand kills Abby and/or Mark before she can get them to safety. Either way, Elektra herself ends up again with The Chaste, where she trains and prepares for a showdown with The Hand.

Redemption and Revelations

The Hand in the movie is even more potent than The Hand in the comic books. In the comics, The Hand has a large number of common ninjas and only a few champions, and

Heroes and villains: An Elektra scorecard

The Good Guys

The Chaste are a good order of monks who learn and teach martial arts in order to attain a form of enlightenment. They also protect the world from The Hand, a similarly powerful group of martial artists dedicated to evil and power.

Stick (Terence Stamp) is the leader of The Chaste and is the martial-arts master who teaches Elektra, both in the ways of combat and in honor and dignity — even though he, himself, may seem a bit rough around the edges or even a bit shady.

In the comic books, **Stone** (Bob Sapp) is a member of The Chaste and an ally of Stick and Elektra. In the movie it *appears* that Stone is a member of The Hand. What, if any, prior relationship he had with The Chaste and Elektra is yet to be seen.

Daredevil-Matt Murdock (Ben Affleck), The Man Without Fear, is a super-hero based in New York. Though he is blind, he can "see" better than anyone else using a super-radar sense. He is a trained martial artist. In comic books, at least, he once trained with Stick and most likely did in the movie, as well. He loves Elektra, though he abhors the dark path she walks.

The Bad Guys

The Order of The Hand is an organization of ninjas dedicated to assassination for profit, political power, and pleasure. They are completely corrupt and seek to corrupt all that they touch.

Kirigi (Will Yun Lee) is a man out of myth and legend, a samurai-ninja who cannot be killed. In the comics, he was sent to kill Elektra. In the movie, his ability to sustain massive damage and return from the seeming dead may play a more important part in Elektra's own resurrection. One difference between the comics and the movie is that Kirigi seems to be the leader of The Hand, whereas in comics he was simply The Order's greatest champion.

Typhoid Mary (Natassia Malthe) was not a ninja or martial artist in the comic books. There, she has multiple personalities: one a normal, everyday, innocent, and loving woman; the other a bloodthirsty, evil, super-powered killer whose kisses can kill. In her psychopathic form, she served The Kingpin. How this is reinterpreted for the movie is unknown, though it seems she works for The Hand (which she never did in comics).

Bullseye (Colin Farrell), the man who never misses, will apparently make an appearance in this film, too, though merely in a cameo. Whether this is a flashback in Elektra's darkest nightmares or a new appearance has not yet been revealed.

Major Elektra comics

Daredevil #168 (Jan 81), #174-182, #187-190 (Jan 83) and *Bizarre Adventures* #28 (Oct 81) were the original Frank Miller Elektra stories that established the character's history.

The Elektra Saga #1 (Feb 84) to #4 (May 84) combines all of Elektra's original appearances in one easy-to-read (albeit somewhat disjointed) package.

Elektra: Assassin #1 (Aug 86) to #8 (Mar 87) also by Frank Miller

Elektra Lives Again (Mar 91) also by Frank Miller

Elektra (1st series) #1 (Mar 95) to #4 (Jun 95)

Elektra (2nd series) #1 (Nov 96) to #19 (Jun 98)

Elektra (3rd series) #1 (Sep 01) to #35 (Jun 04)

Elektra & Wolverine: The Redeemer #1 (Jan 02) to #3 (Mar 02)

Ultimate Elektra and Daredevil #1 (Jan 03) to #4 (Mar 03)

Ultimate Elektra #1 (Aug 04) to #5 (Dec 04)

Elektra: The Hand #1 (Sep 04) to #5 (Dec 04)

Elektra: The Movie #1 — in stores Dec. 29, 2004

most encounters between Elektra and The Hand end up with dozens of ninjas lying dead at her feet (before they mysteriously dissolve into thin air). From all indications, in the film, The Hand (or, at least, the group with which she interacts) is made up almost entirely of super-powered or champion beings. Kirigi (Will Yun Lee), the leader of The Hand, is purportedly unstoppable and cannot be killed. Typhoid Mary (Natassia Malthe) is death incarnate, capable of killing with a kiss. The Tattooed Man (Chris Ackerman) can bring forth bestial assistants from his animal tattoos. Stone (Bob Sapp) is mighty and wields a massive mace. The challenge is great for Elektra and The Chaste.

The final battle occurs at The Chaste's hidden home. In comic books, The Chaste live high in the mountains of Tibet, beyond great cliffs and walls of ice. In the movie, The Chaste dwell in the country, amid gardens, fields, flowers, and verdant greenswards. Then the darkness comes, with The Hand, and the final showdown is fought. In the comic books, Stone is one of the foremost members of The Chaste — yet, in the movie, he seems to be counted among The Hand. Perhaps he switched sides and turned evil, perhaps to turn again, toward good, when The Chaste are at their greatest need. Perhaps even Daredevil will make a showing — after all, in *Daredevil*, he and Elektra had similar fighting styles, as exhibited in the "fight" in the playground. Stick might call upon his old student for assistance in this last, great battle, and Elektra and Daredevil could fight side by side.

Finally, Elektra might *fail* — and die, though defeating Kirigi in the final battle. This would give a penitent Stone a chance to prove himself, by resurrecting Elektra (again) in exchange for his own life and his own redemption. Perhaps, too, as in the Daredevil comic books, this time, her soul will be purified of the corruption caused by her time with The Hand, either by the love of Daredevil or even through Abby's love. Elektra's saga is, after all, a story of redemption.

FINAL NIGHT OF THE DAYWALKER?

by JAMES MISHLER

AN INTERVIEW WITH *BLADE: TRINITY* WRITER/DIRECTOR DAVID S. GOYER

"WE UPEND THE DRACULA MYTHOLOGY IN THE SAME WAY THAT THE *BLADE* FILMS UPENDED THE VAMPIRE MYTHOLOGY," *BLADE: TRINITY* WRITER/DIRECTOR DAVID S. GOYER TOLD ***CBG***.

"Our Dracula is not the Frank Langella or the Bela Lugosi Dracula, or even the Gary Oldman Dracula. The whole idea is that there's been a tremendous amount of misinformation about this character, and that he's much, much older than what Bram Stoker hinted at. And that that novel is only a tiny piece of the mosaic that makes up his history." And so, with *Blade: Trinity*, Goyer brings Blade full circle, back to his *Tomb of Dracula* roots, in a final showdown with the big bloodsucker himself.

Of course, in *Tomb of Dracula*, Blade had several "final showdowns" with Dracula. So fans shouldn't count their dead vampires until they're staked. Which is much the case, too, with the *Blade* series itself. Rumors portray Wesley Snipes as being reluctant to return again to the role of the Daywalker. "He definitely said he doesn't want to do another one," Goyer said. "He certainly said that when we finished *Blade 2*. Having said *that*, near the end of filming *this* movie he started to reconsider what he had said. I don't really know where his head's at right now. They are

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5,000	178.70	218.50	292.15	391.10	222.95
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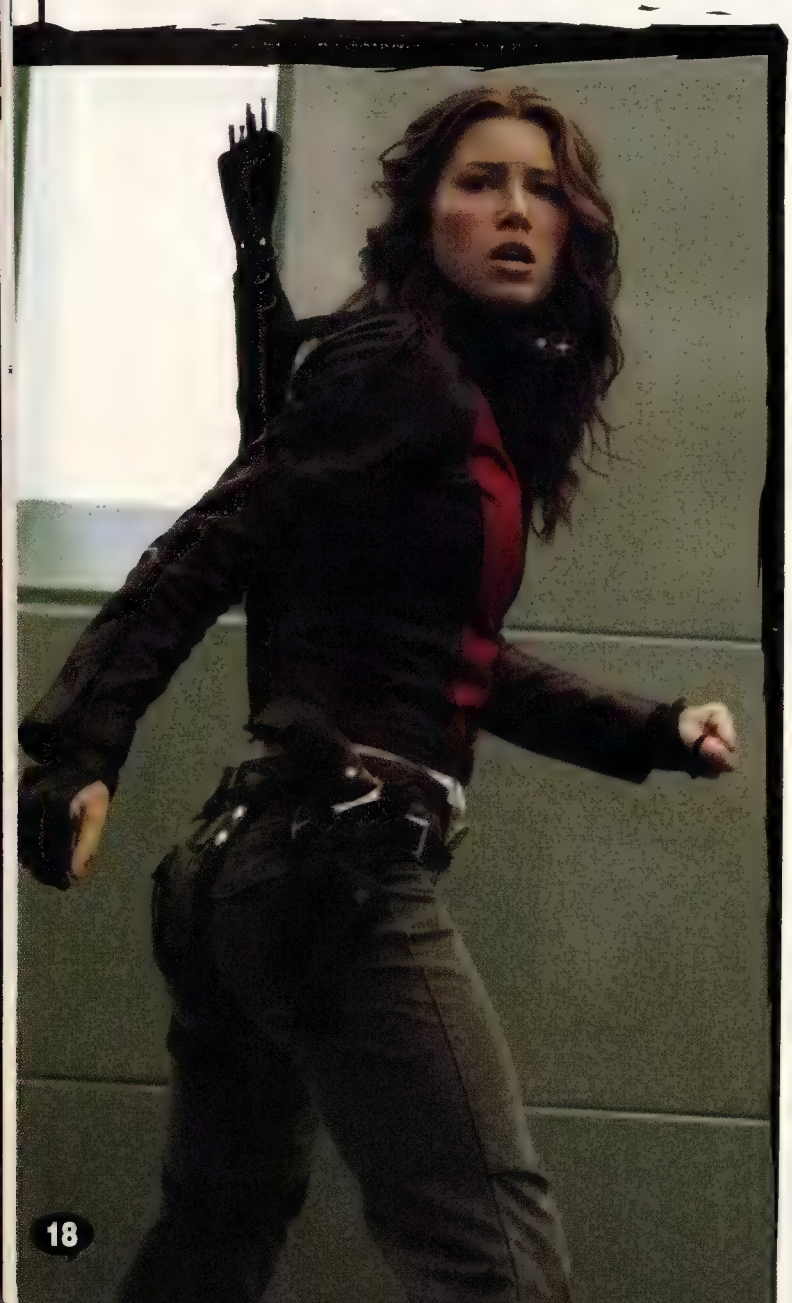
hard movies to do. They are physically very exhausting both for him and for all of us. And I don't know what a fourth film would be about right now, and I would never rule it out, but we don't have any specific plans right now — and I did try to give the franchise a certain sense of closure."

One character to whom any future *Blade* movies certainly seems to be closed would be Whistler, portrayed by Kris Kristofferson. In *Blade: Trinity*, the vampires decide to get rid of Blade and Whistler by turning the tables — they set Blade up to kill humans, thinking they are vampires. Hounded as a murderer by the mortal authorities, the FBI hunts Blade down, and Whistler dies in the showdown. "I hated killing him off," Goyer told ***CBG***. "I love the character and he's always been a real grounding force in the movies, and I love Kris personally. He's just a wonderful, wonderful guy, but the film is also about Blade ascending from student to master, and you can't really ascend to the level of master if your own master or mentor is still around. We wanted him to become kind of a mentor to these younger people. So we sort of necessarily had to take Whistler off the stage."

Abigail Whistler (Jessica Biel) joins Blade in his anti-vampire crusade.



Exit Whistler stage left, enter the Nightstalkers from, well, wherever they *want* to, really. The Nightstalkers are a group of vampire hunters, led by two *former* vampires, Hannibal King (Ryan Reynolds) and Abigail Whistler (Jessica Biel). Young, full of anger (and no little gallows humor), and as deadly as their inhuman enemies, the Nightstalkers rescue Blade after the FBI captured him, and team up with him to take on the granddaddy of all the vampires, Dracula. Of course, Dracula is supported by a whole pack of lesser vampires, led by Danica Talos (Parker Posey), Asher (Callum Keith Rennie), and Grimwood (Paul Michael Levesque, a.k.a. WWE wrestler Triple H). Not to mention a vampire Pomeranian!

A vampire *dog*? "I wanted to inject more comedy into this film than we had in the other two," Goyer said. "The first film had a little bit of comedy; the second film had almost none. And then there were also a number of scenes that I tried to get into the first two films that were cut for one reason or another that I had the opportunity to either realize or fully realize this time out. So it was kind of the writer's revenge in that regard." Also being the director, Goyer was able to make quite certain that many of these favorite, "lost scenes" made it into the final version of the film.

"The big car chase at the beginning of this film is something that I had written for the second film," Goyer said. "It was cut because of budget, and it always had bothered me that Blade had this really cool Charger, this pimped-out '70s Charger, but he never really got to do much with it. So I was determined to have a proper car chase, and I had always envisioned it as being modeled after the chase in *French Connection* or the chase in *Bullitt*, things like that — an old-school car chase. And then there was also a sequence in the first script — what we call "the body farm" — where the vampires are trying to *industrialize* the farming of blood. We filmed it for the first movie and it answered some questions that the viewers had had, but the execution just wasn't very good, though it's on the deleted-scenes DVD for the first movie. And then I wrote it again for the second movie and again

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it was cut for budgetary reasons, so the third time out I said 'Damn it, we're going to do it.' And each time I wrote it, it got a little bigger and a little bigger and a little bigger, and it tends to be a scene that creeps people out quite a bit for the third film."

Between the grandfather of all vampires, car chases, and vampire body farms, *Blade: Trinity* is pulling out all the stops. But as is standard for Marvel movies these days, the story is as much about the characters as it is about the action. The two break-out characters in the film are Hannibal King and Abigail Whistler, the leaders of the Nightstalkers. Hannibal King is, of course, not new to the history of the Blade character. "I knew Blade was a very stoic character in this series, and I knew I wanted to create a foil for him, someone who viewed the world in a very different way," Goyer told *CBG*. "And I also knew I wanted to inject some humor into the franchise.

"So I went back to the creative well. I had always enjoyed the Hannibal King character from the comic books. In the *Tomb of Dracula* comic books he was a private eye — also a vampire, but I decided to make him a reformed vampire because I thought two good vampires would be the tipping point for the film. Once I recreated the character, he sort of took on a life of his own, and as soon as we cast Ryan Reynolds, Ryan and I continued to embellish the character. So the third film does have an homage and points of reference that take us back to Blade's origins in the *Tomb of Dracula*."

The character of Whistler's daughter wasn't created from whole cloth, either. "She was originally based on another *Tomb of Dracula* character, Rachel Van Helsing, who used a crossbow in the original *Tomb of Dracula* comic books," said Goyer. "But at the time Stephen Sommer's *Van Helsing* was filming, and I really wanted to distance *Blade: Trinity* from that movie. So I decided to go in a different direction, and that's how she became Whistler's daughter in this film. But the seeds of her character existed in Rachel Van Helsing." In addition to the classic *Tomb of Dracula* series, a wide range of films, novels, authors, and comic books have influenced Goyer's writing and directing.

"In terms of cinematic influences, I really love what I call the Golden Age of filmmaking in America — sort of '68 to '74," he said. "I love *The French Connection* and *Bullitt*. I love

***Hannibal King (Ryan Reynolds) leaps from the comics page to the big screen in* Blade: Trinity.**

William Friedkin's *Sorcerer*, a lot of the early John Frankenheimer films, and things like that. It isn't an American film, but I like the original *Get Carter*. I love *The Man Who Would Be King*, and more recently *28 Days Later* and *City of God*. I also love a lot of French naturalistic films like the *Dream Life of Angels* — not necessarily movies that you would see the influences of in *Blade*, but I do love those movies." In between making and watching movies, Goyer actually gets time to read a few books and comic books. "I read a lot of genre stuff, a lot of science fiction," he continued. "My two favorite science-fiction authors are Gene Wolf and Jack Vance. I read a lot of traditional stuff. I also love Paul Auster, Brady Udall, and Kem Nunn (he wrote a great book called *Tapping the Source*). As for comic books, right now I'm reading *Y: The Last Man* and *100 Bullets*. I always keep up with Geoff Johns' stuff — I used to write *JSA* with him. I'll always read anything by Alan Moore or Grant Morrison. I also enjoy the works of Warren Ellis, Bryan K. Vaughn, Brian Michael Bendis, Mark Millar, and Jeph Loeb."

Unfortunately, Goyer can't look forward to too much free time to enjoy other films, novels, or comic books. He's too busy making his *own*. He's the writer on the new *Batman Begins* movie, and was central in constructing the rough draft of the first three movies of that new franchise. He's in talks to work on the *Superman/Batman* comic-book series at DC Comics. And even if this is the last we see of the *Blade* films, it might not be the last we see of the Nightstalkers. "You know, a sequel is possible, but it certainly hasn't been predetermined," Goyer told "It just depends on how well-received those characters are by the audience, and if the audience wants to see another movie of them. I know I would love to do another movie with Ryan and Jessica either together or individually. I really enjoyed working with both of them. I think they're really talented actors and also just really cool people.

"But a sequel?" he continued. "I have no idea. I didn't even think we'd get to a third *Blade* film. I mean, I had always envisioned there being three *Blade* films, but I never really imagined we would *get* there. And I certainly never imagined we would be in this situation — by the time this film runs its course New Line will have made nearly a billion dollars off this franchise. So the thing has taken on a life of its own…"

BLADE TRINITY

Mighty Marvel Movies

by JAMES MISHLER

Comic-book movies in the comic-book tradition

"Holy mackerel, there's the Fantastic Four!" Kevin Feige, Vice President of Marvel Studios and executive producer of *The Fantastic Four* told ***CBG***, as he was recounting an early day on the set of the new movie.

Feige proudly spoke of the film as though it were his own child. "It's the birth of *The Fantastic Four*. It feels like all the pieces have come into place. That first time I saw all four of the actors who made up the team standing together in a row, I felt exactly the same way I did when I first saw all of the X-Men in costume."

And he should know the X-Men — after all, he was a producer on both *X-Men* and *X2: X-Men United*, two of the top super-hero genre movies ever produced. Feige was one of the first to work on *X-Men*, while it was still in the conceptual stage, and he helped to set the benchmark level of character and story authenticity that *X-Men* established for later Marvel movies including *Spider-Man* and *Daredevil*. Amazing for a man who didn't start in comics, but instead started in Hollywood. "I was an assistant to Lauren Shuler Donner, producer of *Volcano* and *You've Got Mail*, and had a great time working with her," Feige said. "But she had one script that I was *really* interested in. When the new draft of this script came in, I worked up some notes. She took the time to read the notes, and decided there was some merit to them. And so she brought me on the project very early — even before Bryan Singer was brought in — and into the creative process of the first *X-Men* film." And the rest, as they say, is history.

Feige joined Avi Arad, President

X2: X-Men United movie image ™ and © 2003 Twentieth Century Fox

Just because Hugh Jackman is 6'3" and Wolverine is five foot in the comics doesn't mean Hugh can't embody the core of *who the character is*.

of Marvel Studios, when he founded the company on the West Coast in 2000. Feige and Arad had worked together on several projects since *X-Men*, and found that they worked well together and had similar views about filmmaking. Some of this commonality comes from Feige's comic-book reading background. "I used to read all the big titles, the whole gamut of comics, all the big titles," he told ***CBG***. "*X-Men* and other Marvel comics were the titles I read the most. It was sad, though, because there were never any Marvel movies when I was growing up. I was always more excited to go to a comic-book movie than I was to read a comic book.

"So to have the opportunity on that first *X-Men* movie to re-define the genre, that was great. *Batman and Robin* had recently come out, and taught people that the old way of making comic-book-based movies wasn't going to work any more. People wanted more out of these movies than mere spectacle and crazy costumes. And while all the studios were shaking their heads going, 'What do we do with these movies?,' those of us familiar with the source material said 'All you have to do is *read* the source material. Read the *comic book*! Your answers will be there.' That's how we went into the *X-Men* franchise, knowing it wasn't about matching the costumes perfectly. Just because Hugh Jackman is 6'3" and Wolverine is five foot in the comics doesn't mean Hugh can't embody the core of *who the character is*. That's what we constantly strive to do in all these movies."

This Marvel Studios philosophy has seen tremendous success, from *X-Men* in 2000 and *Spider-Man* in 2002 to an extensive upcoming schedule of films to make every comic-book fan dance with joy.

Blade: Trinity, which places the capstone in the Blade saga (*maybe* — check out the David Goyer interview elsewhere this issues), hit theaters on December 8. *Elektra*, starring Jennifer Garner as the beautiful, haunted assassin, is also dealt with elsewhere in this issue — though Feige had *plenty* to say about this film. "*Elektra* is shot, and we are scoring as we speak," was one of the first things Feige told ***CBG*** during the interview. "Chris Beck is putting a wonderful, intense score to it, and the visual effects, of course, will be refined up until the last minute."

And so, even to the last minute the crew will be putting the finishing touches on a movie that was years in the making — a movie in the making, it can be said, since the first work began on the original *Daredevil* movie. "As we were making *Daredevil*, we knew *Daredevil* was about Matt Murdock, and that story very clearly was the one we wanted to tell" Feige said. "Elektra fits prominently in Matt Murdock's story, and in key elements of his life, so we wanted her to be in it, but we wanted her to be in

Daredevil movie image ™ and © 2003 Twentieth Century Fox

it as she related to *Matt*, as she related to his story and his life. But while we were making it we kept saying 'We can't wait to sink our teeth into an Elektra movie as well.' She has such an amazing story and history and past in her own right.

"So we've been talking for years and years about how to do that, and, thankfully, with the success of *Daredevil* and the fact that Jennifer just epitomized the Elektra character, we couldn't wait to jump into taking her story to the screen. I think what people will see is a movie that is very unique. We decided to do her story 100%. People who never saw the *Daredevil* film will not be missing out on anything. We are telling her story from beginning to end in that film, showing it from *her* point of view. Because she is such a different character from Matt Murdock, the film has a very different flavor. It takes place after the events of *Daredevil*, but it has a structure that lets newcomers come in and enjoy it from the beginning."

Of course, in *Elektra*, the main character finally gets the chance to don her signature red outfit. No fan could have been more geeked out about that than Feige himself. "A couple of scenes we shot early on, when she is wearing the signature red outfit, the geek in me, of course, was *very* excited," he said. "Not only was she gorgeous in the outfit — she was *pure* Elektra. It was exciting and fun to see her there, flipping the sais. It was very cool."

While most comic-book fans will likely agree with him in January, some still question the choice of Typhoid Mary, a notable *Daredevil* villainess, as a choice for the *Elektra* film — as Elektra and Typhoid Mary never crossed paths in the comic books. Feige demurs.

"We wanted a beautiful femme fatale that Elektra could go up against — and Typhoid Mary was perfect for that," he said. "When we set out to do any of these films, we look at what are our favorite elements from the comic books, and what are the fan-favorite elements that have appeared in the comic books over the years — and we figure out how they can fit. Because we were telling Elektra's story with The Hand, and we wanted that femme fatale, it just made sense to take the liberty to include Typhoid Mary as a character that could fit in that world."

It is a world that may very well grow into a franchise, if the movie does well enough after its January 14, 2005 release. Elektra has a long history in Marvel comics since her first appearance during Frank Miller's run in *Daredevil* in 1981. The problem may simply be a surplus of good materials. "The fun thing is, there are so many great stories in these comics, that it's never about figuring out which story to tell, it's figuring out which story *not* to tell," Feige laughed. "Any number of Elektra stories can be used in the next movie. We've already started talking about which direction we want to go in another one. We

Unofficial update of the Marvel Movie Universe

The Black Widow — David Hayter should finish the first draft of the script by the end of the year. He will write and direct the film for Lions Gate.

Deathlok — Marvel Studios expects a re-write of the script by the end of the year. It is being developed as a contemporary science fiction thriller.

Ghost Rider — Nicolas Cage is *definitely, 100%* in as Johnny Blaze/Ghost Rider, and filming starts in January in Australia.

Iron Man — David Hayter has turned in his most recent draft. The studio is looking for a director, and might have one before the end of the year. Casting will not be discussed until a director is signed on.

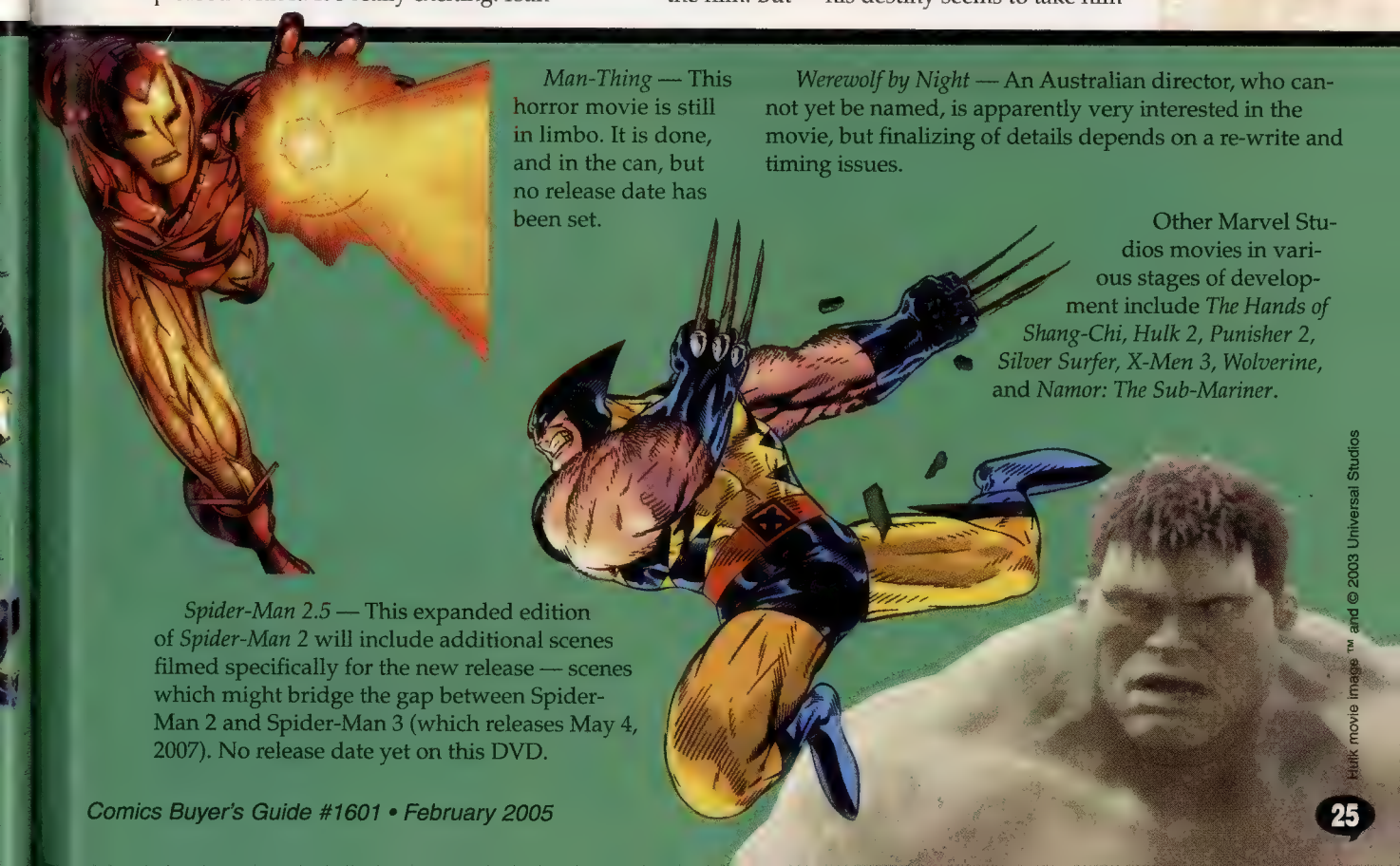
were just with Jennifer Garner over the weekend and she and Avi were already tossing around ideas for a follow-up."

But before Feige can even start thinking about where to go with *Elektra 2*, he has to finish the next item on his plate — *The Fantastic Four*. It's a problem most comic-book fans would give their comics collections to have.

"What can I say about *The Fantastic Four*? It's going... *fantastic*," Feige said. "It's going really, really well. We're putting elements together for a trailer that I hope will be in theaters by the end of the year or early next year — and that will share with everyone how it is going. It is the birth of *The Fantastic Four*. It feels like the all the pieces have come into place. That first time I saw all four of the actors who made up the team standing together in a row, I felt exactly the same way I did when I first saw all of the X-Men in costume. It was later in the movie schedule, and it was a costume fitting, and I had come from one location to another and I turned the corner and — there were the X-Men! And I thought 'My god, this is going to *work*!'

"And we just had that experience recently with the cast of *The Fantastic Four*, finally all in their classic blue costumes, and Chiklis in costume as The Thing." And that was his "holy mackerel" moment. "And also Doom, which people are going to see very soon. I'm excited to see how the fans react. We are very, *very* pleased with it. It's really exciting. Ioan Gruffudd as Reed Richards is *perfect*, and Jessica Alba is going to surprise everyone with her kick-ass-yet-moving performance as Sue Storm. And Michael Chiklis as The Thing is astounding — the heart and soul of Ben Grimm comes through his eyes and through that makeup and even through the rocky exterior. He and Chris Evans as The Human Torch are going to steal the movie together — the banter between them is everything the fans have ever dreamed of."

Something that has given some fans nightmares is what, exactly, are they going to *do* with Doctor Doom? Rumors have been flying, from the re-casting of Doom as a simple corporate sleazeball to the origination of his armor as the transformation of his own skin instead of a mask (as has been done recently in the retelling of the Fantastic Four's origins in the *Ultimate Fantastic Four* comic book). "It's a mask," Feige said quietly and respectfully, when asked. "Oh yeah. It's definitely a *mask*." Some have also questioned his re-imagining from a psychopathic megalomaniacal despot to a psychopathic megalomaniacal businessman — not that there is a much of a difference these days. "That's exactly the point," Feige said. "There's *not* a lot of difference these days, and that's some of the fun we play with. People *will* see a Doom that they are very familiar with. Doom was not always a despot in the comics — and he is not always a despot in the film. But — his destiny seems to take him



Man-Thing — This horror movie is still in limbo. It is done, and in the can, but no release date has been set.

Werewolf by Night — An Australian director, who cannot yet be named, is apparently very interested in the movie, but finalizing of details depends on a re-write and timing issues.

Other Marvel Studios movies in various stages of development include *The Hands of Shang-Chi, Hulk 2, Punisher 2, Silver Surfer, X-Men 3, Wolverine,* and *Namor: The Sub-Mariner.*

Spider-Man 2.5 — This expanded edition of *Spider-Man 2* will include additional scenes filmed specifically for the new release — scenes which might bridge the gap between Spider-Man 2 and Spider-Man 3 (which releases May 4, 2007). No release date yet on this DVD.

Hulk movie image ™ and © 2003 Universal Studios

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An Incredible Fantastic Four?

There has been much speculation, in the industry and among fandom, that Marvel Studios would be concerned that this year's wildly successful animated feature film *The Incredibles* would have a negative impact on the performance of next summer's *The Fantastic Four*. Nothing could be further from the truth, according to Feige. "I think *The Incredibles* was a good movie," he told ***CBG***. "I think anything that gets people interested in our genre, and excited about our kind of story telling, is a good thing. I think it is a *very good* thing. I think the previous success of our films — *X-Men*, *Spider-Man*, and others — helped set the stage and whetted the appetite of audiences for films like *The Incredibles*. And likewise I think our films coming out soon — *Blade: Trinity* and *Elektra* — and maybe even *The Incredibles*, will help whet audience's appetites for *The Fantastic Four* next summer."

toward that *very* clearly..." Unfortunately, ***CBG*** could not get Feige to elaborate further on that *most* interesting final statement.

One thing Feige did emphasize was that fans should not always trust what they see and read on various unofficial websites. "I know people see pictures here and there, and lots of spies have taken photos of the set. I do love the passion that goes into the banter on the various websites — and we read all of them. But... when spies or fans see out-of-focus pictures of The Thing taken through a far-away telephoto lens — that's *not* showing the performance we are getting on film. When people actually finally see *that* — it *will* be something to behold." The proof, as they say, will be in the, um... proof.

But don't take Feige's word alone — he's not the only one with a similar reaction to the work that has been done. "We shot Stan Lee's cameo," Feige said, obviously reminiscing on a cherished memory. "It's my favorite cameo — I don't want to tell you what it is — but it is my favorite Stan Lee cameo of *all* of our films. When Stan saw Ben Grimm, when he saw Chiklis in the make-up, it was *fun*. It was a lot of fun being there with Stan when he saw it for the first time. I've done enough of these movies now to know when something strikes a chord with Stan, and I could tell he saw that 45-year history of *The Fantastic Four* embodied in that actor. And he was very, very proud."

The Fantastic Four is poised to become the next major franchise for Marvel Studios, the third such following *X-Men* and *Spider-Man*. "*The Fantastic Four* will leave audiences satisfied with the adventure and story of the first film," Feige said. "But we always love to leave a little tip of the hat toward adventures to come. And as we know from the *Fantastic Four* comic book, there are many, *many* adventures to come."

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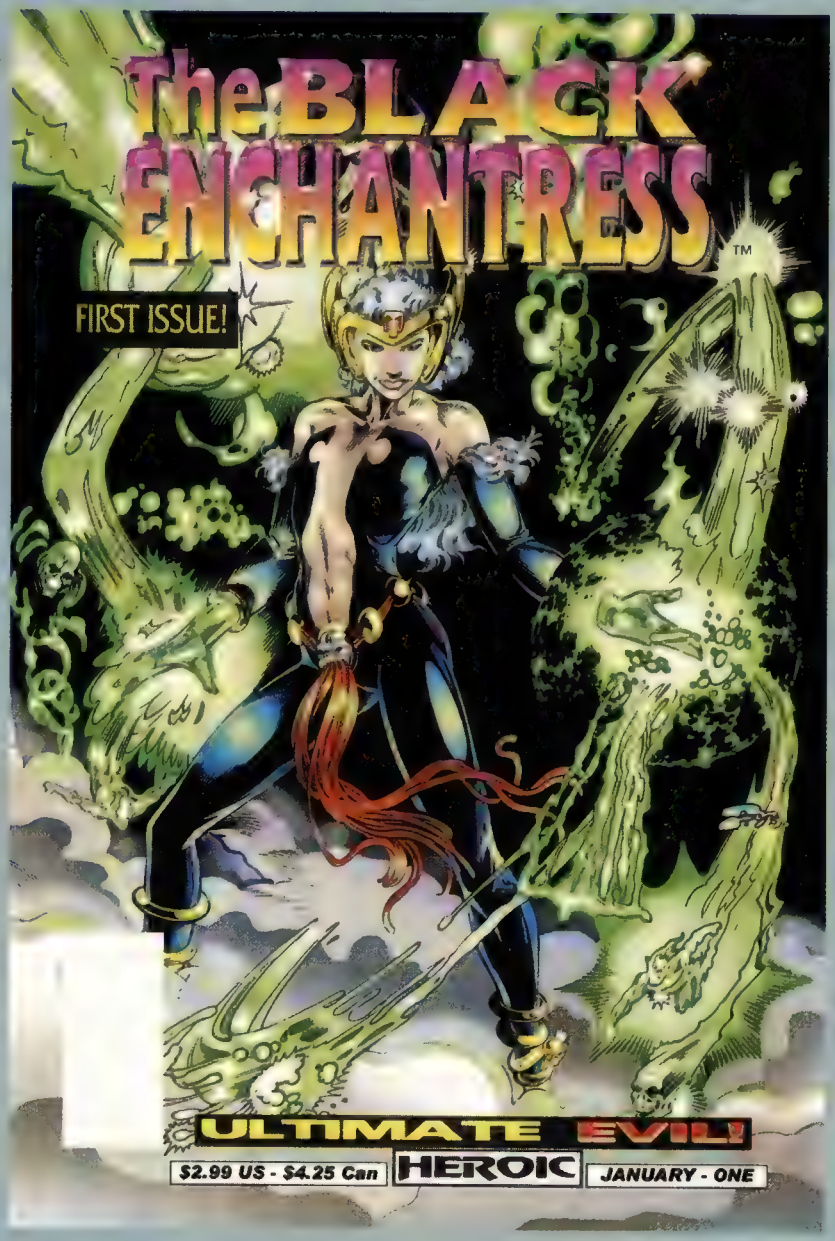

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A look at the comics movies heading your way

TRAILERS

by JAMES MISHLER

CONSTANTINE

February 2005 — (Warner Bros./DC Comics Vertigo)
www.constantinemovie.warnerbros.com

Cast: **Keanu Reeves** (*Bram Stoker's Dracula, Speed, The Matrix* trilogy) is cast as ultimate supernatural grifter John Constantine, while **Rachel Weisz** (*The Mummy*) portrays Constantine's partner, Angela Dodson. They are joined by **Shia LaBeouf** (*Holes*) as Chaz Chandler, **Djimon Hounsou** (*Stargate, Gladiator, Blueberry*) as Papa Midnite, and **Peter Stormare** (*Fargo, Minority Report*) as Satan.

Synopsis: Constantine takes on the forces of Hell to save the soul of Angela Dodson — and then the city of Los Angeles. But what if Hollywood doesn't *want* to be saved?

At a Glance: *The Grudge* and *Saw* have shown that horror is certainly not dead, but those films also had the advantage of coming out at Halloween. With Marvel Studio's *Man-Thing* on continual hold, and the frightful history of DC's own *Swamp Thing* "franchise," the history of comic-book horror movie adaptations does not bode well.

SIN CITY

April 1, 2005 — (Miramax/Dark Horse Comics)
www.miramax.com

Cast: **Mickey Rourke** (*Rumble Fish, Year of the Dragon, Harley Davidson and the Marlboro Man*) as Marv, **Bruce Willis** (*Die Hard, The Fifth Element, The Sixth Sense, Unbreakable*) as Hartigan, **Jaime King** (*Bulletproof Monk*) as Goldie, **Jessica Alba** (*Dark Angel, Fantastic Four*) as Nancy Callahan, **Brittany Murphy** as Shellie, **Elijah Wood** (*Deep Impact, Lord of the Rings, Eternal Sunshine of the Spotless Mind*) as Kevin, **Michael Clarke Duncan** (*The Green Mile, The Whole Nine Yards, Daredevil*) as Manute, and an insane number of other stars, great and small, in major and cameo parts, a list far too long to include here. Directed by **Robert Rodriguez** and **Frank Miller** (apparently with some assistance by **Quentin Tarantino**).

Synopsis: Three interconnected stories are spotlighted in a film based on three volumes of Frank Miller's *Sin City* series from Dark Horse Comics — *Sin City: A Dame to Kill For, Sin City: That Yellow Bastard*, and *Sin City: The Big Fat Kill.*

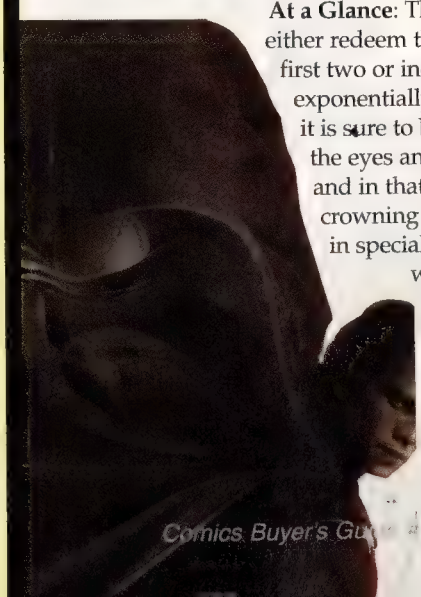
At a Glance: By the time *Sin City* finally rolls around, audiences will be aching for a solid noir pulp film, having gone without for more than a year since *Kill Bill 2*.

STAR WARS: EPISODE III — REVENGE OF THE SITH

May 19, 2005 — (Twentieth Century Fox/ Dark Horse)
www.starwars.com

Cast: **Hayden Christensen** (*Star Wars Episode II*) as Anakin Skywalker, **Ewan McGregor** (*Star Wars Episodes I, II*) as Obi-Wan Kenobi, **Natalie Portman** (*Star Wars Episodes I, II*) as Padme Amidala, **Ian McDiarmid** (*Star Wars Episodes I, II*) as Supreme Chancellor Palpatine, **Samuel L. Jackson** (*Star Wars Episodes I, II*) as Mace Windu, **Anthony Daniels** (*Star Wars Episodes I, II, IV, V, VI*) as C3PO, and **James Earl Jones** (*Star Wars Episodes IV, V, VI*) as the voice of Darth Vader. Produced and directed by **George Lucas** (You get the idea…)

Synopsis: If you don't know the background of this movie, you've been living under a rock — a rock on a far-distant planet — for the last 25+ years. The whole story of Star Wars is the fall and redemption of Anakin Skywalker, a.k.a., Darth Vader, and in this installation we see his final fall to the Dark Side of the Force, as well as the destruction of the Jedi, the fall of the Republic, and the rise of the Empire.



At a Glance: This movie will either redeem the faults of the first two or increase them exponentially. Either way, it is sure to be a feast for the eyes and the senses, and in that respect, a crowning achievement in special effects. Time will tell, though, if the Pinocchio-style acting was improved over the first two episodes .

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The Captain presents ...

The Captain Comics Blade/Elektra Quiz

by **ANDREW SMITH**

The legacy of Blade began in* Tomb of Dracula *#10, where he first appeared in July 1973.

Both Elektra and Blade the Vampire Slayer got their starts in comic books, long before they went Hollywood. What were they like *before* Wesley Snipes and Jennifer Garner? Let's find out together with this handy quiz:

Part 1: Pointed questions about everyone's favorite fang-fighter

1 What movie character was the comic-book Blade most like when he was introduced?

A. Blade (Wesley Snipes, 1998)
B. Blacula (William Marshall, 1972)
C. John Shaft (Richard Roundtree, 1971)
D. Superfly (Ron O'Neal, 1972)

For my money, it's C.

Blade first appeared in *Tomb of Dracula*, a book that nominally starred The Big D for its 70-issue run. But it often centered on the "Drac Pack," a group of dedicated Dracula-hunters, including: the phlegmatic, wheelchair-bound Quincy Harker; revenge-crazed hottie Rachel van Helsing; Dracula descendant (and useless whiner) Frank Drake; and the silent Indian strongman Taj Nital. They were dedicated but they were also a mighty stiff-necked bunch.

Which is why the streetwise, jive-talkin' Blade rattled their cages when he came on the scene in *Tomb of Dracula* #10 (Jul 73). Appearing at the height of the "blaxploitation" craze in movies, Blade was a baaaad mutha (shut yo' mouf) in the John Shaft mode. "Drop that girl, Dracula," Blade snarled on the cover to *ToD* #10. "Maybe you're hot stuff back in Transylvania, but nobody messes around with Blade — Vampire-Slayer!"

The comics themselves made a nod toward Blade's cinematic roots when he confronted Dracula in *ToD* #17 (Feb 74). "Blade!" shouts the King of Vampires. "Well, it ain't John Shaft, red eyes!" replies the Vampire-Slayer.

2 What were Blade's super-powers in the comics?

A. A really bad attitude
B. Immunity to vampire bites
C. "Vampire sense"
D. All of the above

Well, since I gave you "all of the above," you can guess that's right. I'm really not that tricky.

In the movies, Blade is a half-human/half-vampire "daywalker" with the powers of a vampire but few of its weaknesses (and still breathing). But in the comics, Blade initially was an ordinary Joe who brought little more to the table than a facility for wooden knives and a bad attitude.

However, that began to change, when Blade's origin was recounted in *Tomb of Dracula* #14 (Nov 73). Therein, we learned that — as in the movies — Blade's mother had been bitten by the vampire Deacon Frost when Blade was still in her womb. That laid the groundwork for #17, wherein Dracula succeeded in putting the bite on The Vampire Slayer, and Blade's subsequent recovery in #19 showed that he was "immune" to the supernatural effects of vampire bites (thanks to his prenatal exposure).

As super-powers go, it wasn't all that hot. Sure, he'd never turn into a vampire if bitten and killed, and he wouldn't become a slave if bitten and *not* killed. But he wasn't immune to blood loss or having his throat ripped open or just plain getting tore up. Me, I'll take X-Ray vision any time.

Later still, Blade demonstrated the ability to "feel" vampires — and sometimes other nasty beasties — in the vicinity. As explained in *The Official Handbook of the Marvel Universe* (1983-84) Blade has a "preternatural sense of the supernatural." Which is a power I wouldn't mind having, since it would give me a heads up that it was time to start moving in the other direction.

3 What could Blade do *besides* throw wooden knives, sense vampires, survive bites, and talk jive?

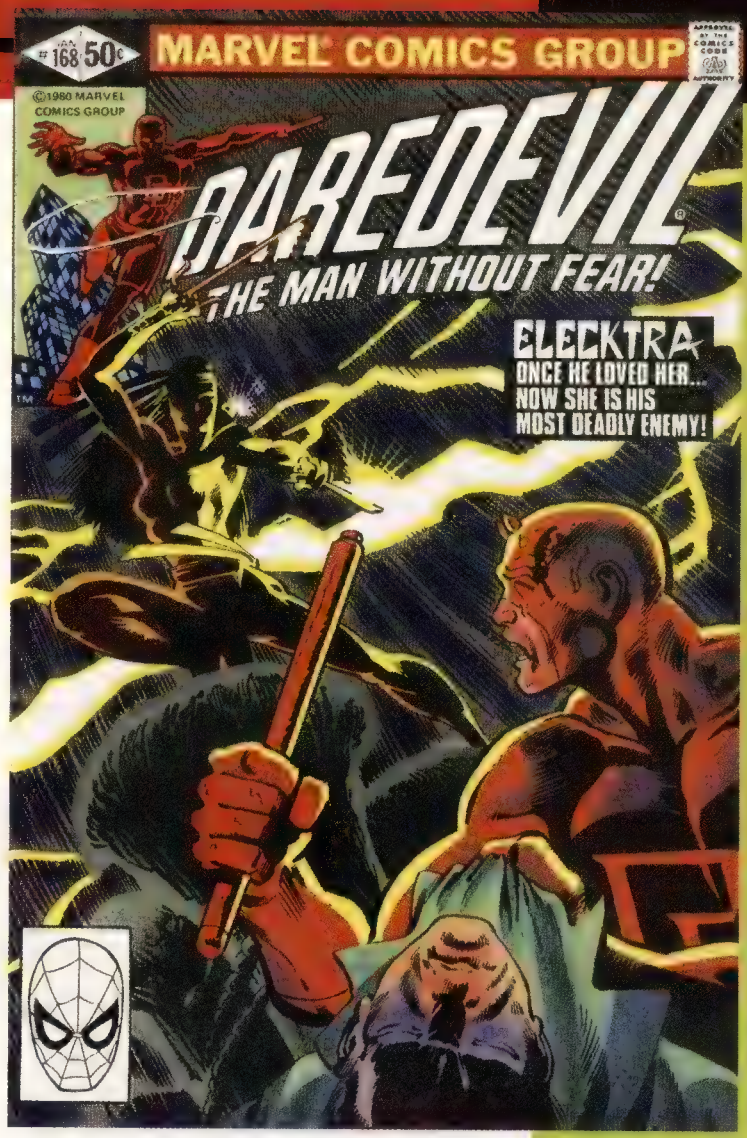
A. He was a sharp dresser
B. He was a mean trumpet player
C. He got down with the ladies
D. He knew all the state capitals

Believe it or not, it's B.

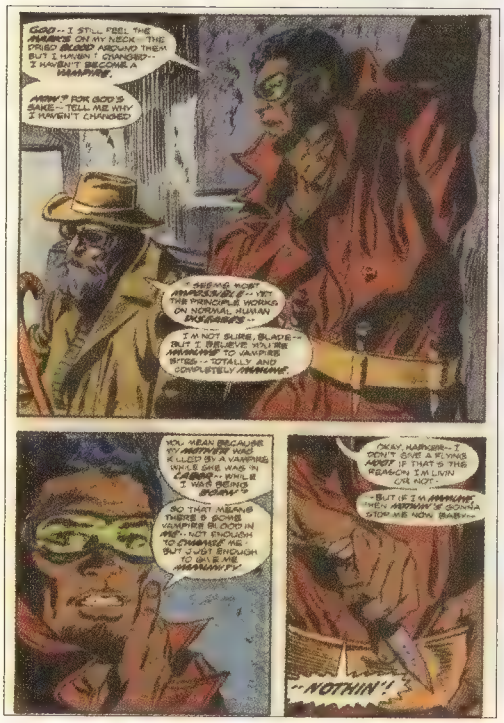
The black-and-white magazine *Marvel Preview* #3 (Sep 75) expanded on Blade's origins, showing him living on the street as a youngster until accosted by vampires — and saved by an elderly man named Jamal Afari, who wielded a mean silver sword-cane. Afari was "a junkie, just out of the hospital" and "also one o' the finest jazz horn players that maybe ever lived!" Afari more or less adopted Blade, becoming "the father I never had! He taught me everything he knew, about the horn, an' about the undead!"

Which is why Blade ended up staking Afari after Drac put the bite on the old man. Whoops.

(One would guess that this character somehow morphed into "Whistler" in the movies.)



Daredevil #168 marked the first appearance of Elektra.



In* Tomb of Dracula *#19, Blade learned the hard way that he was immune to vampire bites.

4 What major vampires has Blade managed to stake?

A. Deacon Frost
B. Dracula
C. Varnae
D. All of the above

There's our old friend "all of the above" again. I *told* you I'm not tricky.

Blade finally got his revenge on Deacon Frost in a way unusual for our vamp-hating slayer: by teaming up with a bloodsucker.

Another recurring player in *Tomb of Dracula* was Hannibal King, a private detective who'd been fanged by our ol' pal Frost. Refusing to drink blood, King remained on the side of the angels while searching for his "killer." And, since the enemy of my enemy is my friend, Blade and King formed an uneasy alliance to track down their mutual foe.

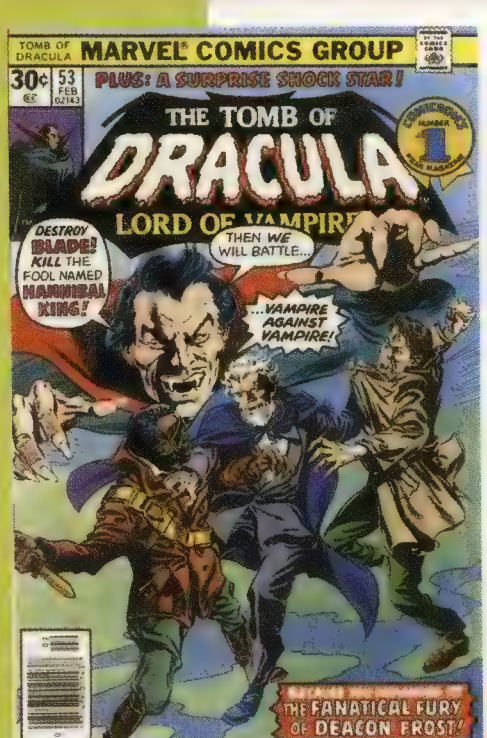
After much folderol involving a vampire doppelgänger of Blade who could absorb him at a touch (don't ask), the duo finally blew Frost to tiny bits in *Tomb of Dracula* #53 (Feb 77). And Frost stayed dead, which is unusual for a high-profile Marvel vampire.

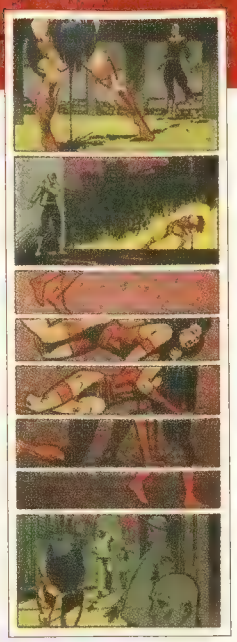
Speaking of which, Blade has had three triumphs over Dracula — none of which, unfortunately, have stuck.

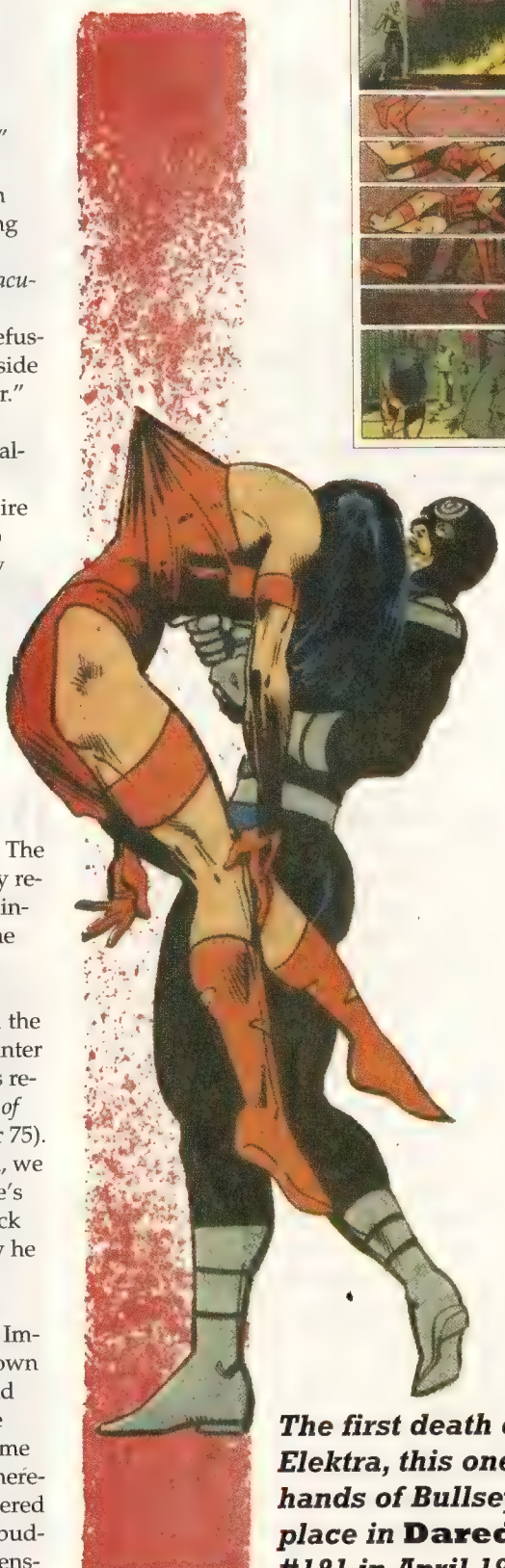
Blade slipped Drac the wooden shiv in *Tomb of Dracula* #14 (Nov 73), in the aptly named "Dracula Is Dead!" Unfortunately, The King of Vampires was almost immediately resuscitated by "minions," of which he seems to have a goodly supply.

This mirrored the duo's first encounter in 1968 China, as recounted in *Tomb of Dracula* #30 (Mar 75). In that flashback, we discovered Blade's original Drac Pack and learned how he grew so fond of wooden blades. Once again, The Impaler was put down for the count, and once again those darn minions came to his rescue (whereupon he slaughtered most of Blade's buddies). If you're sensing a pattern, you're right.

***Tomb of Dracula* #53 brought Blade, Hannibal King and Deacon Frost together to destroy the lord of vampires.**







The first death of Elektra, this one at the hands of Bullseye, took place in* Daredevil *#181 in April 1982.

But Blade found more effective friends in *Doctor Strange* #59-62 (second series, Jun 83-Feb 84). Blade was one of the crew aiding The Master of the Mystic Arts in using the magical "Montesi Formula" to rid Earth of every last vampire, including The Big Guy. That didn't take either, but it looked pretty good for a while.

So now Drac's back — it's a long story how — and Blade's gunning for him again in the current *Tomb of Dracula* (second series). Once again, The Slayer is teamed with other fang-stakers, which makes him a pretty sociable guy for a loner.

As to Varnae, the Vampire King who preceded Vlad Tepes has had a lengthy career at Marvel, appearing not only as a current villain, but also periodically in such Hyborian Age comics as *Conan the Barbarian*. He became embroiled with Blade during an interesting period in The Slayer's history — where, once again, he was part of a team.

In 1992, a mini-horror boom swept comics, and Marvel responded by creating the "Midnight Sons" line. In addition to the existing *Doctor Strange, Ghost Rider,* and *Morbius, the Living Vampire*, Marvel fielded four new horror books: *Midnight Sons Unlimited, Darkhold, Ghost Rider/Blaze: Spirits of Vengeance*, and the one we're interested in, *Nightstalkers*.

In that title, Blade teamed with Frank Drake (remember him?) and Hannibal King again, to form a supernatural detective agency called Borderline. They had some laughs until the Midnight Sons line imploded, and Varnae, King, and Drake all *ex*ploded, in *Nightstalkers* #18 (the final issue, Apr 94).

Don't worry; King and Drake got better. And Varnae did, too, after a fashion.

Nightstalkers was followed by the short-lived (10 issues) *Blade the Vampire Slayer* series, where Varnae's ghost tried to possess Blade for the first four issues. He failed and he hasn't appeared since. Looks like another one in the "W" column.

5 **What actor is Blade most like now?**

A. Wesley Snipes
B. Richard Roundtree
C. Samuel Jackson
D. Queen Latifah

It's A. For the record, *Blade the Vampire Slayer* #10 (Apr 95) was the character's last appearance in his old incarnation. Blade has gained a new lease on life from the movies, resurrected as a Daywalker in the *Blade* movie adaptation (May 97) and continuing into a bewildering cascade of one-shots, mini-series, and short-lived other titles. All of which have led up to the current *Tomb of Dracula*. Pretty impressive run for a Richard Roundtree wannabe.

Blade has proven to have many talents. In* Marvel Preview *#3, he recalled learning to play the trumpet.

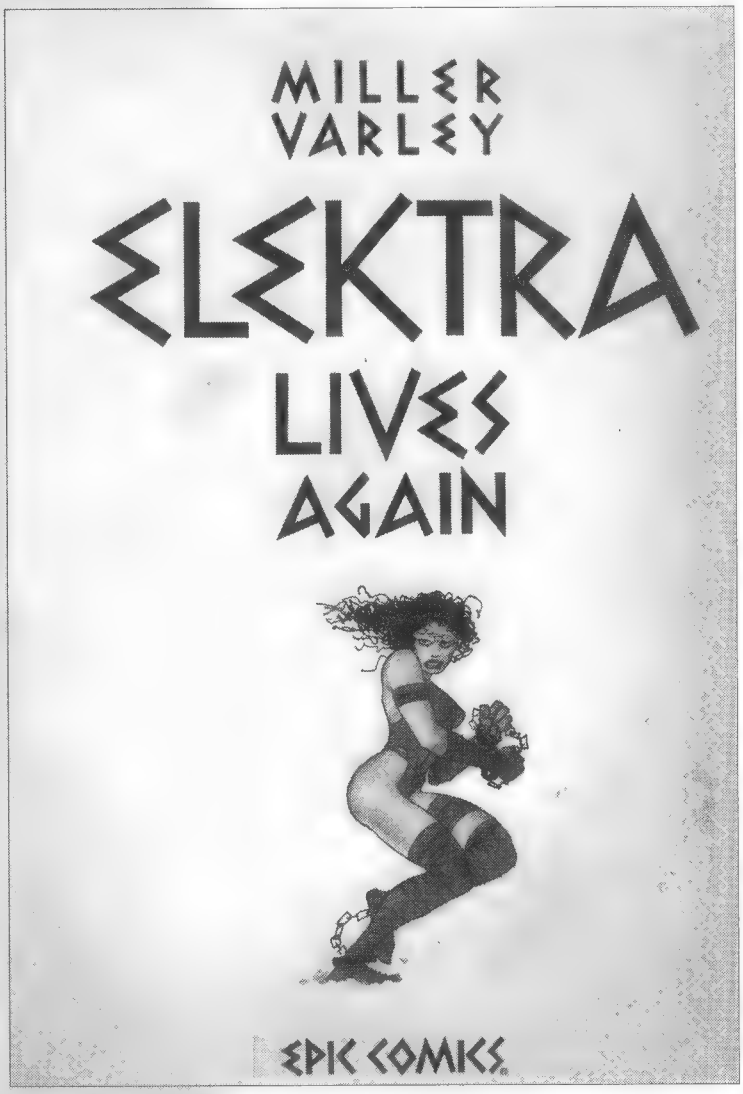
Part II: Mourning Becomes Elektra an Awful Lot

1 **Isn't Elektra dead?**

A. Reports of her death were greatly exaggerated
B. Yes, but she got better
C. You're thinking of the movie
D. No, it was really a clone from the future

The answer is B. And it's happened more than once.

Elektra Natchios was introduced in *Daredevil* #168 (first series, Jan 81), where efficient exposition by writer/artist Frank Miller let



The classic team of Frank Miller and Lynn Varley brought readers* Elektra Lives Again *in 1991, a non-continuity version of the assassin's rebirth.

readers know in that very first issue that she was the daughter of a Greek diplomat who had been Matt "Daredevil" Murdock's lover in college, until her father was assassinated, whereupon she became cold and merciless — and a hired killer. An assignment in New York brought her into conflict with DD, and much angst ensued. Eventually, a contract from The Kingpin to kill Matt's partner Foggy Nelson (whom she'd also known in college) resulted in a crisis of conscience, which brought her into battle with Bullseye, who skewered her with her own sai (*DD* #181, Apr 82).

Sorta like the movie, only different.

Her death resulted in even more angst for The Man Without Fear, particularly when The Hand — the evil ninja cult that had trained Elektra — tried to resurrect her. Daredevil and a good-guy ninja cult called The Chaste broke up the party, but, between Daredevil's love and The Chaste's ninja hoodoo, Elektra was, indeed, revived — only with her "dark side" excised, reflected by her outfit changing from red to white (*DD* #190, Jan 83).

Since Elektra is returning for her own solo movie, it's a safe bet she's not gonna stay dead on film, either.

If *that* doesn't make your head hurt enough, Miller wrote and drew a graphic novel in 1991 called *Elektra Lives Again!* It covered a lot of the same ground, but, fortunately, that GN — which was far too strange to go into here — isn't considered "in continuity" and, therefore, "doesn't count." But Elektra was resuscitated in that one, too, only in a different manner.

In fact, it's possible Elektra may have died once or twice more. Really, after the revolving door to the afterlife begins to whirl, I lose track.

2 What happened to her "dark side?"

A. It moved to Tatooine and hooked up with a failed Jedi named Annie

B. It moved to DC Comics and became a bad guy on Apokalips

C. It found a home in a cyborg government agent

D. It went into politics

Well, "C" is so bizarre you know it's *got* to be true. In an almost surreal, eight-issue miniseries titled *Elektra: Assassin* (Sep 86-Feb 87), Miller wrote a flashback tale from before her "death" where she worked for a government espionage agency called S.H.I.E.L.D. (Strategic Hazard Intervention, Espionage, & Logistics Directorate) to kill a presidential candidate who was secretly the anti-Christ. Or something like that — the story read like an acid trip, and that's pretty much all I can tell you. But it did involve a S.H.I.E.L.D. agent named Garrett who fell for Elektra's secret ninja mind tricks ("These aren't the droids you're looking for") and was later revealed to be housing Elektra's inner assassin. Which I'll talk about later.

3 If Elektra was "purified" by Matt's love, how come she's back to killing people in current comics?

A. Bad habits are hard to break

B. She's not killing them; it's only a flesh wound

C. Everybody needs a hobby

D. The Hand is up to its old tricks

Yeah, it's D. In a storyline called "Fall from Grace," (*Daredevil* #319-325, Aug 93-Feb 94) a complicated espionage story involving a drug called About Face resulted in The Hand getting involved — and trying to create a soul-

less version of Elektra named Erynys. To animate "her," The Hand planned to use the "dark side" hiding inside a S.H.I.E.L.D. agent named Garre — oh, wait, I already told you that. Anyway, Daredevil, S.H.I.E.L.D., and a cast of thousands got into a slobberknocker with The Hand, while Elektra slipped in and — to prevent Erynys from running loose — took her "dark side" back into herself. How? Ninja hoodoo, of course.

Anyway, that put Elektra back to Square One: a deadly assassin in an improbably skimpy red suit who suffers from occasional pangs of remorse.

4 What was Elektra like before she got all medieval?

A. She was the sheltered daughter of a diplomat

B. She was a wild thrill-seeker

C. She was the daughter of a Greek grocer

D. All of the above

Whoops! I keep forgetting "all of the above" doesn't fool anyone.

In the original *Daredevil* story I referenced above, she was, in fact, A. After the death of her father, she sought to learn fighting skills from The Chaste, but they threw her out because she couldn't control her anger. Trying to win back their confidence, she infiltrated The Hand — but gave in to the Dark Side of ninja hoodoo. Thus, her career as a hired killer.

Next, in a five-issue mini-series titled *Daredevil The Man Without Fear* (Oct 93-Feb 94), Frank Miller (him again!) re-examined Murdock's college days and established Ms. Natchios was half-bonkers even before her father was killed. Otherwise, he left her origin intact.

And in Marvel's "Ultimate" line, which reimagines the company's heroes with modern origins, she's the daughter of a grocer who gets caught up in the mob.

5 Are Elektra and Daredevil still an item?

A. No, they're just good friends

B. No, she's given up men for an alternative lifestyle

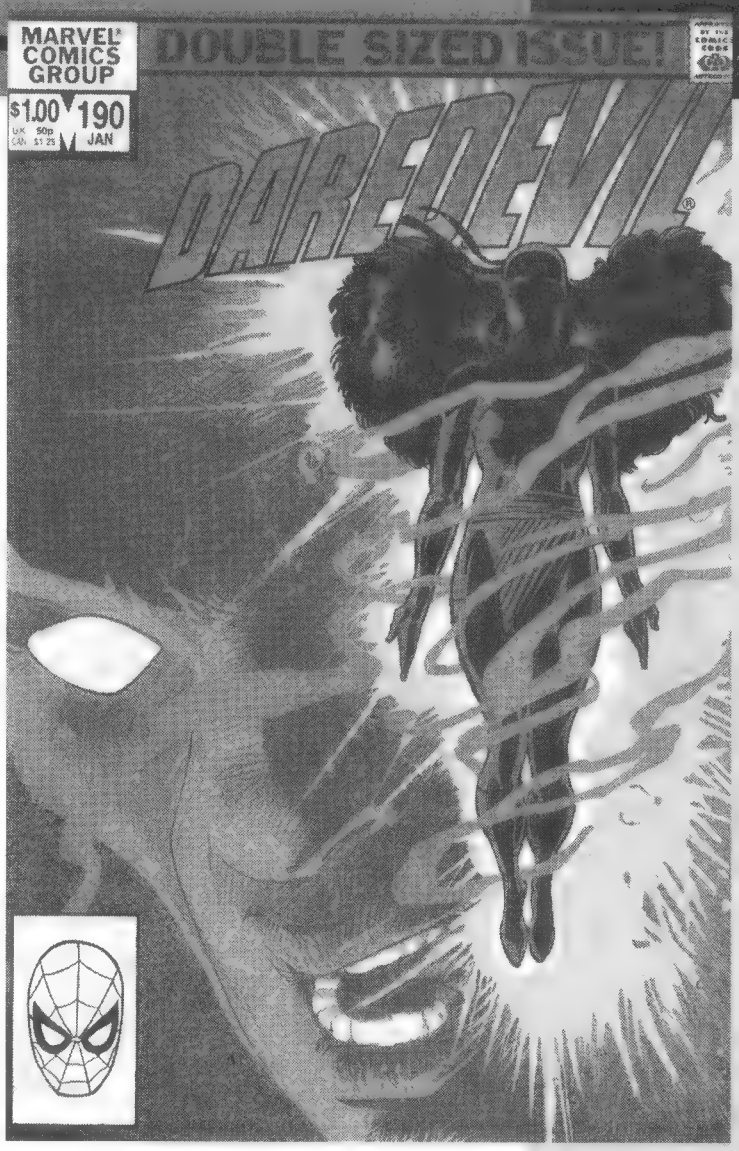
C. No, she found somebody online

D. No, their lifestyles conflict

Let's see, Daredevil's a super-hero, Elektra's an assassin … yeah, I'd call that a conflict. So it's D.

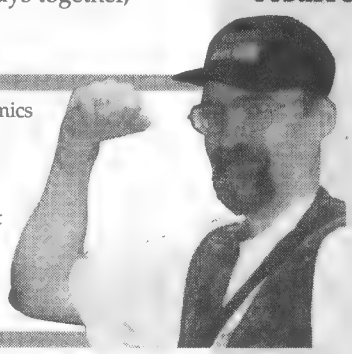
True, every time she appears with ol' Hornhead, there's a lot of hand-wringing, hormonal sparks, and soulful looks. But Elektra's not in the market for a boyfriend these days — all that blood on her hands kinda ruins the mood — and Daredevil, having his own monthly book and all, has been gettin' busy with scads of other chicks in the meantime. He was even married recently, for a little while.

Interestingly, Marvel has a habit of writing stories set in possible futures, and in most of them Elektra is married to Wolverine of The X-Men. That's not as strange as it sounds — they've guest-starred in each other's stories a few times and even shared a mini-series in 2002, *Elektra & Wolverine: The Redeemer* #1-3. Besides, they *do* seem to have the same hobbies — and the family that slays together, stays together.



A mere nine issues after her first death, Elektra returned to life in* Daredevil *#190 — also not the last time she would resurrect.

Author of the syndicated comics column "Captain Comics", **ANDREW SMITH** has written more than 200 *CBG* columns. Check out his message board at **www.captaincomics.us**, or send your questions to him at **capncomics@aol.com**!



TOMB...RAIDED

The increasingly futile adventures of the Comic-book scrounger

by **JOHN JACKSON MILLER**

Andy Dufresne: *I understand you're a man who knows how to get things.*

Red: *I've been known to locate certain objects from time to time.*

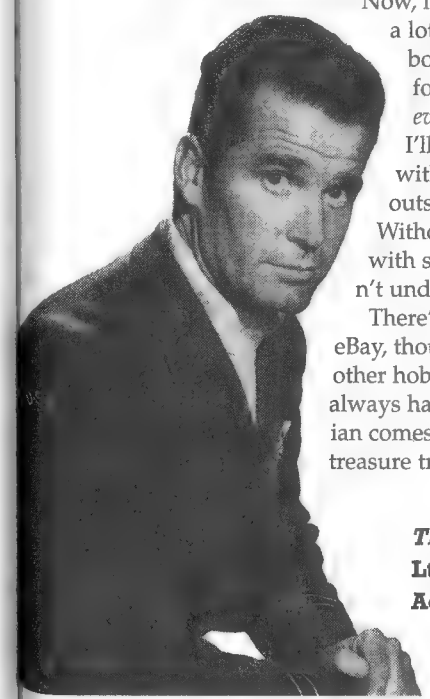
The Shawshank Redemption (1994)

People want you to think Steve McQueen was the cool guy in *The Great Escape*. All right, sure, he does cool motorcycle stunts when Nazis are chasing him, but how does he spend the rest of his time? Playing catch in the cooler. Yeah, that's a big help.

No, the collectors among us have our own hero: "The Scrounger." As Lt. Hendley, James Garner heads that class of resourceful cinematic entrepreneurs that includes *M*A*S*H*'s "Radar," *Shawshank*'s "Red," and *Catch 22*'s Milo Minderbinder. They're the guys who can find whatever you need, no matter what situation they're stuck in. They beat the odds, not by beating up the bad guy, but by beating him to that tradable tidbit that can be turned into cash, cigs, or tools for the cause.

A low trade, perhaps, but an honorable one — and, importantly, they're *not* scavengers. Scavengers will take just anything; scroungers are choosy and always have a plan for whatever they find. A scavenger's an animal that feeds on dead and decaying matter. A scrounger won't bother with dead and decaying matter — unless he can trade it for a Rolex. (Or a weekend pass.)

Scrounging *used* to be the comic-book collector's only avenue for finding missing back issues. Then came comic-book conventions. And comics shops. And *The Buyer's Guide for Comic Fandom*, which became ***CBG***. And eBay. Now, it's possible to find a lot more of the comic books you're looking for (although not *everything*, a subject I'll address soon) without ever going outside the hobby. Without ever dealing with someone who doesn't understand comics.



***The Great Escape*'s Lt. Hendley: Ace of Scroungers**

Courtesy Everett Collection

There's a problem with eBay, though, that these other hobby venues have always had. When that civilian comes along to unveil a treasure trove of comics rarities, everyone else is usually in on the find. In fact, eBay will even screen for you the items that everyone else is paying attention to: "Just click Hot, Hotter, Hottest!" It's hard to feel as if you've made a discovery when every comics collector from Antigua to Zanzibar knows about it.

No, collectors, these days, if you want the thrill of discovery — and the hope of getting the comics for something between a bargain price and outright theft — you've got to leave our fair hobby and go back outside the major sales channels for comic books. In short, you've got to *scrounge*. Garage sales. Flea markets. Estate sales. Antique marts.

Except that the life of the comics scrounger is not what it was. The legendary finds don't come so often any more. Oh, some certainly turn up — three or four times a year, ***CBG*** is alerted to some discovery or another, mostly Silver Age these days. But a great majority of these are "attic finds," things a comics scrounger just can't shop for. And what he *can* shop for — comics in those non-traditional venues — may no longer be worth the effort.

There are a number of reasons. Hand-me-downs supply garage sales and flea markets — and today's comics being handed down are generally from the overprinted, underwanted 1990s. A generation of scrounging has left many antique vendors with nothing but the junkiest of the junk. And in those outlets and at estate sales, just enough people know just enough about comics-as-big-business to give the scrounger migraines.

Which leads today's scrounger to a one-sie-twosie existence, hoping for more and settling for less. Want to see it for yourself? Get your checklist, fill the gas tank, and come along for a tour of the usual haunts — and what's gone wrong...

Flea markets and garage sales. Some time during the canceled TV series that was my late teens, I dated a girl who lived in the back woods of Tennessee. *Way* back — not far from where the Central and Eastern Time Zones met. (Made for a pretty helpful curfew dodge: "Oh, midnight was when? Sorry...")

And, until 6 p.m. (or was it 7?), when the bingo hall opened, fun for the locals centered on ... the flea market. And a *huge* flea market it was. You could've built an airport on the grounds of this place. (Only, it wouldn't have had much traffic, at least not until the bingo hall opened each night at 7 p.m.) (Or 6 p.m.) (Whatever.)

I'd never seen anything like it before — and I wouldn't again, until I came to work at ***CBG*** and beheld the sprawling sargasso of scrap metal that is the Iola Old Car Show. (It's like

The life of the comic-book scrounger is not what it was.

The legendary finds don't come so often any more.

A little knowledge can be an expensive thing.

52-card Pick-Up — with pick-ups.)

Anyway, back to the flea market: This funnybook fanatic had at least *some* expectation that a few comic books of interest would have found their way into such a giant retail setting. *Au contraire, mon frère.* After my second hour trudging through the stifling heat, I was convinced all the nation's Wal-Marts had shipped their Returns Counters there and set them up, one after the other. There was a stultifying sameness not just among dealers, but Saturday after Saturday. It was as if some local antebellum law prohibited garage sales from ending until everything was sold. (Which recalls a George Carlinism: "All the Miss America losers should have to come back again every year until they win.")

In umpteen visits, I never found a single comic book I didn't already have. In fact, I only ever bought a couple of things for myself: *Vectron* for the Intellivision and some kind of funnel cake I came to regret.

And that pretty much sums up my experiences ever since with flea markets and their less convenient cousins, individual garage sales. Almost every comic book I've ever found in these places is from six to 12 years old — which, come to think of it, is about on the cycle when the last of a family's hand-me-downs stop being useful. Once Junior's old clothes, toys, and comic books start to take up closet space needed for that new vacuum cleaner with the Boeing engine, it's onto the card table they go.

That would be lovely — *if* you were hitting garage sales for comics in 1970. Sadly, today's scroungers have a few million metric tons of 1990s Glutcomics to wade through — and can likely only look forward to a few million more.

"Antique" stores. You may recall a day when "antique stores" generally sold *antiques.* Those stores of my childhood were dour places populated by dusty furniture and moldy paintings — as if that's what people looking for antiques were expecting to find. My 1975 dictionary calls an antique "a work of art or handicraft that is over 100 years old," which pretty much leaves out Cousin Kenny's old box of *Scrabble* with the vowels missing. Anything else was the province of the junk dealers, a trade that had a hard time finding the right Yellow Pages classification.

I'm not sure when the change came, but I like to think that, some time in the intervening years, some antique dealer decided to spiff up a bookcase. Not being able to afford those boxes with the fake book-spines printed on them that the new furniture stores have, the dealer went home and got some real books to throw on the shelf. (How gauche!) Maybe it was some of those 1960s hardcover TV novels that everybody has but nobody ever seems to have read — *The Beverly Hillbillies in Granny Gets the Gout*, perhaps. And, after having told the 85th patron that, no, the books are just for display, the dealer finally bumped his head on the light bulb floating above.

Since that fateful day, everyone in his trade has been Fred Sanford: "We sell everything." Today, antique stores are a menagerie of pop-culture plesiosaurs, selling everything from giant Esso signs to half-filled S&H Trading Stamps books. (Which, evidently, people still buy. Some guy in Kewaunee has been just a few stamps away from getting that manual typewriter with the black/red ribbon since 1962 — and he's not giving up now!) In my recent visits to "antique malls" — you know, those consignment houses where different dealers rent a few square feet that they seem to tend a few hours a year — it's the *furniture* that's "display-only." It's there to hold the *Barnaby Jones* Viewmaster Reels, Viewmaster not included. Or the empty cans of Old Frothingslosh, "the pale stale ale with the foam on the bottom." Or the Bic Bananas with "John Anderson for President" printed on them.

And comic books, of course. Antique-mall comics scrounging has always been hit-or-miss, but in recent years it's been more *miss.* It's not just the "picked-over" phenomenon, which was always with us; now, too, many antique dealers know just enough about comics to get in the way of their own sales.

Some blame attaches to me and mine. We in the price-guide-publishing business thrive on putting civilians in touch with their household treasures, and, whatever the pecking order of the price guides in their various hobbies, Krause (and its sister lines like Antique Trader and Warman's) rules the antique-mall sector. But, while we all try our best to educate, no

publisher can make people heed the caveats: You know, the really complicated details, like the fact that not everything is in Near Mint.

And, really, it's understandable. A dealer who only has a few comics wouldn't want a life's education in the hobby. Still, I've seen enough price guides wielded indiscriminately outside the hobby to feel a little like a guy passing out atom bombs in the primate cage. (It's one reason we've always tended to be a little more conservative on a lot of comics prices here; we know our audience is disproportionately less likely to read the fine print. It's also why we've raised the size of that fine print — making our most "civilian" of books scream in bold, reverse type the fractions that damaged or weathered comics bring.)

A field trip. Has the mix of comics available in antique malls changed over the years? Are today's dealers sharp about comics, clueless, or just mistaken? Or all three?

I don't know that there's ever been a baseline for judging this, so I figured I'd start one now — with a full-scale ***audit*** of an antique mall. It's an unscientific sample of one shop (there's that pesky day job), but this is one you can try at home. Or, better, on the road — on your many scrounging travels to see if your mileage, will, indeed, vary.

I paid a call the other day to a well-established Wisconsin antique mall in a rural county seat. I'd been there a few years before; it has about 80 or so vendors, leaning more towards the traditional furnishings-and-china model than most. I knew there had been comics there before; this time, I found them in five booths.

While the first vendor's Gold Key comics were scattered about, at least they were bagged. **The prices listed below are what *he* was asking for them, along with my own grading.** Regard that this is grading-on-the-fly without opening bags, so you might want to downgrade my guesses a notch:

Vendor #1

Location: Various shelves, some under a *Batman* video
Presentation: Bagged

Chip & Dale #38 (Mar 76)	Gold Key	G	$4.00
Daffy #134 (Mar 81)	Gold Key	VF	$3.50
Funky Phantom #5 (Mar 73)	Gold Key	VF	$3.50
Scamp #27 (Jan 76)	Gold Key	FA	$4.00
Uncle Scrooge #103 (Feb 73)	Gold Key	G+	$2.50

OK, some pricey ones, but at least some 1970s stuff there: not the worst of starts, if you're a Gold Key collector like me. (As if you couldn't tell by page 102's feature!)

Little did I know that the second batch of comics, propped in the front of a box holding other books, would include the only Marvel and DC comics in the entire building:

Vendor #2

Location: In a box full of Little Golden Books
Presentation: Bagged and boarded

Daring Advs. of Supergirl #11 (Sep 83)	DC	VF	$4.00
Star Wars #83 (May 84)	Marvel	NM	$4.00
Star Wars #87 (Sep 84)	Marvel	NM	$4.00
Star Wars #88 (Oct 84)	Marvel	NM	$4.00
Treasure Chest Vol. 14, #9 (ca. 1959)	Catholic	FR	$3.00
Treasure Chest Vol. 14, #17 (ca. 1959)	Catholic	FR	$3.00
Treasure Chest Vol. 15, #13 (ca. 1960)	Catholic	FR	$3.00
Treasure Chest Vol. 16, #13 (ca. 1961)	Catholic	FR	$3.00

Presentation: Bagged

Billy the Kid #100 (1973)	Charlton	VG/F	$3.00
Ripley's Believe It or Not #62 (Jun 76)	Gold Key	G	$6.00

Presentation: Loose

Alpha Flight Vol. 1, #4 (Nov 83)	Marvel	F-	$3.00
Avengers #196 (Jun 80)	Marvel	F	$3.00
Avengers #223 (Sep 82)	Marvel	F	$3.00
Gold Key Spotlight #2 (1976)	Gold Key	VG	$3.00
Iron Man Vol. 3, #2 (Mar 98)	Marvel	PR	$3.00
Little Lulu #232 (May 76)	Gold Key	VG/F	$3.00
Madhouse Glads #82 (Feb 72)	Archie	VG/F	$3.00
Marvel Two-in-One #58 (Dec 79)	Marvel	VG+	$3.00
Mighty Samson #31 (Mar 76)	Gold Key	VG/F	$3.00
New Teen Titans #12 (Oct 81)	DC	VG/F	$3.00
New Teen Titans Vol. 2, #6 (Mar 85)	DC	VG/F	$3.00
New Terrytoons #29 (Dec 74)	Gold Key	VG/F	$3.00
Ragman #4 (Jan 92)	DC	F	$3.00
Super Villain Team-Up #17 (Jan 80)	Marvel	F/VF	$3.00
That Wilkin Boy #27 (Apr 74)	Archie	VG	$3.00

The loose comics were all identically priced, and I doubt any experienced collector would probably have distributed the bags and boards the same way. Still, this batch had the only Silver Age comics in the building. Too bad they were *Treasure Chest*, the Catholic Guild educational comic book. They're plentiful in this neck of the woods, collected by so few people that we here pretty much consider any price for them to be speculative.

As you can see above, this vendor had the most expensive comic book in the store, *Ripley's Believe It or Not* #62 in Good, for six bucks. That's more than ***CBG*** has ever seen it go for in Near Mint — when it goes at all. (In five years, dealers have only bothered to send CGC three copies from the *entire regular series*, much less this issue. None have ever been sold on eBay. An unslabbed copy does appear to have closed on eBay in November for $53 — as part of a lot with *33 other issues* from the series!) So where's our dealer getting $6? That old standby, of course: Buy the price guide,

Has the mix of comics to be found in antique malls changed over the years?

Let's take a field trip and find out...

ignore the grade. Even using one of the guides with *Ripley*'s prices that look as if they ought to be in yen, even sloppy grading wouldn't have landed at $6. Perhaps the dealer didn't understand grading — or perhaps he did and just assumed his likely clientele wouldn't. Who knows?

You've gotta love the coverless 1998 *Iron Man* for $3 — but, since these copies were loose, maybe it wasn't coverless when it was priced! That's another occupational hazard of the antique-mall scrounger…

Vendor #3

Location: In a box that once held six-packs
Presentation: Two comics bagged together and sold as one

Broid #1 (Eternity) & *Exile Earth* #1 (River)	$2.50
Comics Debut #2 (Malibu) & *Cortez* (Tome)	$2.50
Danger Comix #1 (Danger) & *Liberator* #5 (Malibu)	$2.50
Dark Dominion #2 (Defiant) & *Ghost Ship* (Slave Labor)	$2.50
Dennis Pocket Full of Fun Digest #19 (Fawcett, 1974) & *Golden Comics Digest* #33 (Gold Key, Nov 73)	$1.50
Edge #1 (Greater Mercury) & *Shaman's Tears* #2	$2.50
Fist of God #27 (Eternity) & *Zero Patrol* #3 (Continuity)	$2.50
G.I. Mutants #4 (Eternity) & *Lensman* #2 (Eternity)	$2.50
Grips Adventures #2 (Greater Mercury) & *Vox* #6 (Apple)	$2.50
Grrl Scouts #3 (Oni) & *Rare Bit Fiends* #13 (King Hell)	$2.50
Jason & The Argonauts (Tome) & *Ultra Monthly* #4 (Malibu)	$2.50
Last of the Viking Heroes #1 (Genesis West) & *Robotech II: The Sentinels* #1 (Eternity)	$2.50
Last of the Viking Heroes #9 (Genesis) & *Verdict* #1 (Eternity)	$2.50
Liberator #2 (Malibu) & *Magic: Shadowmage* #2 (Acclaim)	$2.50
Magic: Ice Age #2 (Acclaim) & *Good Guys* #3 (Defiant)	$2.50
MythConceptions #7 (Apple) & *Solo Ex-Mutants* #6 (Eternity)	$2.50
Shadowhawk III #11 (Image) & *Shanghaied* (Eternity)	$2.50
Solution #13 (Malibu) & *Zillion* #4 (Eternity)	$2.50
Tweety & Sylvester #63 & #71 (Gold Key, Nov 76 & Jul 77)	$1.50
Uncle Scrooge #137 & #140 (Gold Key, Feb 77 & May 77)	$1.50

Presentation: Loose

Daffy Duck #98 (Gold Key, in VG)	no price

From the look of Vendor #3's wares, I half expected he or she had moved here from that flea market back in the hills: a pile of random issues mostly from defunct publishers from the late 1980s and 1990s, stored in a cardboard box you'd get six-packs in at the Warehouse Club. And, in the kind of thing that drives scroungers berserk, all issues were bagged sets of two, the comics inside only occasionally related. (The "how'd-these-get-in-here" award goes to the bag with *Grrl Scouts* and *Rare Bit Fiends*, which seem to have come from a completely different person's collection.)

Note the vendor's preconceived notions, evident in the pricing. What are the only three sets that get the cheaper $1.50 price? The kiddie comics — but they might actually be more interesting to today's collectors than the dealer's higher-priced stuff. At 75¢ each, the digests are probably a buy for the stingiest scrounger.

You'll see that I didn't even try to grade these for this experiment. For one thing, they were bagged tight, and, while some will give the interior the benefit of the doubt, you generally do want to see the back cover. And, second, they're all pretty much "cover or less" in real life, but for the kiddie books.

Halfway through the store at this point, and not much "joy of discovery" yet, though I admit to a mild eureka in finally seeing some of the most obscure comics in our database. That'd be the books from Greater Mercury by Kris Silver, who created one of the hardest-to-find collectible card games of all time, *Terror*, about killer ants. (Kris, if you're out there, send us a box.)

Things got weird in the next aisle, though, with four 1970-71 Charlton romance comics. No, the comics weren't weird; it was where I *found* them: under an autographed script for episode #6 of the late John Ritter's 1988 "dramedy," *Hooperman*. Right here in the middle of Wisconsin, in the middle of all these collectible beer steins and Packers ash trays. I would've guessed, oh, six or seven other items before even getting into ABC shows, but never mind. The list:

Vendor #4

Location: Next to a *Hooperman* script. No, I am not making this up.
Presentation: Loose

Career Girl Romances #64 (Aug 71)	Charlton	VG	$2.50
I Love You #88 (Nov 70)	Charlton	VF	$2.50
Romantic Story #110 (1971)	Charlton	G	$2.50
Secret Romance #10 (Dec 70)	Charlton	VG	$2.50

You have to wonder what the story is when you see a clump of comics like this. I'd like to think that Oprah Winfrey (an acquaintance of John Ritter, no doubt) decided to collect comics at 16. Unfortunately, she started with Charlton romance comics and, disturbed by the fact that the names changed but the stories remained the same, she gave up and dumped her small collection on a northbound passerby. But for these comics, she would be hustling graphic novels on her TV book club today, to the betterment of all.

Isn't this fun?

No, I'm back on the medication. Why do you ask?

Anyway, we're down to the last, lonely comic book in this cavernous haunt:

Vendor #5

Location: In a Ziploc Bag, hanging on a peg
Presentation: Taped in the Ziploc Bag

March of Comics #403 (1975)	Western	PR	$5.00

You can't get much lower-tech than this comics storage method — but at least the dealer had the inkling that comics, even those falling apart, are better preserved in something than not. The dealer made sure it wasn't going anywhere with lots of Scotch tape — though that had the unfortunate effect of hiding which issue this *March of Comics* was. (As noted in the *Bottom Line* in ***CBG*** #1598, the numbers are all inside.) I knew which one it was from the cover, which clearly shows that I'm in dire need of a change of scenery.

And this is another occupational hazard for the antique-mall scrounger: When they *do* decide to secure the comics, in tight bags or in display cases, they seldom clue you into what *Dell Four Color*, *Gold Key*, or other "number-inside" ish you're looking at. Comics newbies on eBay will do the same thing with anything, and it's infuriating. It's something we deliberately set out to address with our *Standard Catalog* and the *CBG Checklist & Price Guide*; with the Gold Keys, we provide the cover date, which determines the issue number.

So where are we after this little voyage? Only 75 comic books, out of 80 or so dealers. Pretty light in comparison to a lot of places — and, come to think of it, *this* place, a few years before. The only comics from before 1970 were the *Treasure Chests*, and there were only nine Marvels and four DCs. Interestingly, those account for just about all the early 1980s books in the whole place — as if the world of people collecting then pretty much kept what they bought.

Is there anything to buy here? Well, if you're the scrounger, you tell me what the deals are. I might take a notion to some of the Gold Keys and maybe that *Super-Villain Team Up*, which is the only Marvel or DC book I lack of those on display. Probably, though, my eye strayed most to a collateral discovery completely outside the comics. Someone had all three Star Wars novelizations in first print, with dustjackets, dirt cheap. Not comics, but there's no sense in being narrowminded.

I'll skip the *Hooperman* script, though. They wanted $75 for that…

Estate sales. This tour of noncomics venues ends, finally, where *everything* ends: with you dead and people selling what of your belongings they can't identify. Among places actually offering comics for sale, estate auctions tend to be the best chance to find something possibly old, obscure, and not picked over. This is, sadly, the next step for *most* "attic finds"; it's a shame the original owners of so many Golden (and, now, Silver) Age comics couldn't have realized something from their collections when they could've used the money. (Which is one reason we do all the books and outreach here — so as to help families avoid having valuable items going for pennies on the dollar in estate sales.)

But, while these off-line, live-action auctions tend to have a better selection, there are trade-offs. You'll often have to pore through cryptic advertisements, listing "comics" in a string of other items without any indication of what they are or how many they are. Short of a phone call to the auctioneer (Who can understand when they talk, anyway?), you're left guessing from the other items listed whether the previous owner bought comics in the 1940s or last Tuesday.

Then, you may sit for hours waiting for all of Aunt Erma's salt shakers to be sold so they can get to the comics — by which time, the other few locals who own price guides will have sauntered into the room. And, while some collectors, like John Diser, a longtime ad rep for ***CBG***, go to estate sales frequently to bolster their collections, there's also a growing class of eBay dealers who just buy anything at estate sales to resell online. It's hard to believe, but, even in these temporary locales at 7 in the morning, competition is getting fierce.

The best advice is to get to know those other locals — and try to work together (or, at least, not work against each other). Because the one item you want *will* go up for bids right as you finally give in and answer nature's call. If you're in the privy, you need a proxy.

Things change. Scrounging for comics ain't what it used to be, and it will probably only get worse. In a way, that's a good thing: It's as if there were no more orphans. Increasingly, comic books have homes, have people who want them, leaving only the least desirable out there to be found: little islands of misfit comics.

That's bad for the completist but, in the long run, probably good for the medium. When Silver Age keys start showing up again at flea markets, it'll be a sign of the apocalypse — for comics, that is. You'll know, then, that we'll have gone the way of the 8-track tape…

JOHN JACKSON MILLER
writes comics, edits books and magazines about them, and crawls around under tables looking for them.

Tell him about your finds at **ohso@krause.com** and check out his website at **www.farawaypress.com**!

What's your greatest comic-book "find"?

Where are you finding comics off the beaten path — and where have you stopped looking?

Tell us at *ohso@krause.com!*

COMICS IN YOUR FUTURE

Comics shipping information is taken from publisher and distributor solicitations and updates and is as accurate as possible at presstime.

ON SALE IN JANUARY 2005

Archie

Archie learns a valuable lesson about giving gifts in "Small is Big," the lead story in *Archie* **#554,** scheduled to ship January 19.

JANUARY 19
***Archie* #554, $2.19**
Archie Double Digest #158, $3.59

JANUARY 26
Betty #144, $2.19
Jughead with Archie Digest #199, $2.39
Pals 'n' Gals Double-Digest #91, $3.59

A.D. VISION
Full Metal Panic! Manga TP Vol. 7, $9.99
Louie The Rune Soldier Manga TP Vol. 4, $9.99
Pretear Manga TP Vol. 4, $9.99
Princess Tu Tu Manga TP Vol. 1, $9.99

AARDVARK-VANAHEIM/WIN-MILL PRO
Following Cerebus #3, $3.95

ABLAZE MEDIA
Tozzer 2 #4, $2.95

ABOUT COMICS
DNAgents Vol. 2: Cold Light of Day TP, $9.95

ABSTRACT STUDIOS
Strangers In Paradise Pocket TP Vol. 4, $17.95

AC COMICS
Best of the West #48, $6.95

AEON
Bugtown #2, $2.95

AIT/PLANETLAR
Couriers Vol. 3: The Ballad of Johnny Funwrecker GN, $12.95
Demo Scriptbook, $12.95

ALL THUMBS PRESS
True Travel Tales #4, $3.95

AMAZING MOON FACTORY
ABCs of Superpowers HC, $8.95

ANARCHY STUDIOS/HARRIS COMICS
Vampirella Comics Magazine #9, $3.95 (Photo cvr $9.95)

ANGRY DRUNK GRAPHICS
Odd Tales #4: Snow Prince, $3.95
Spaztic Colon #1, $3.50

ANTARCTIC PRESS
AP How To Draw Manga: Next Generation #1, (three covers $4.95)
Courageous Princess TP, $15.95
Gold Digger #60, $2.99
Gold Digger Pkt Manga TP Vol. 4, $9.99
Heaven Sent #7, $2.99
I Hunt Monsters Vol. 2 #1, $2.99
Mangazine #62, $9.99
Ninja High School #124, $2.99
Panzer 1946 #4, $5.95
Shoujo Pkt Manga TP Vol. 2, $9.99

APC
B1N4RY #7, $3.50
Chase #4, $3.50
Comicana #1, $3.50

ARCADE COMICS
Rob Liefeld Sketchbook Vol. 2, $4.99
Youngblood Imperial #3, $2.99 (spec. ed. $14.99; signed $24.99)
Youngblood Maximum Collection TP Vol. 1, $24.99

ASPEN MLT INC
Soulfire #5, $2.99

ATOMEKA
Jack Hunter: G.I. Spy Preview, $1.99
Jenny Finn Doom #1, $6.99
Jenny Finn Virus #2, $6.99

ATOMIC DINER
Freakshow #3, $2.99

AUSTEN COMICS
Worldwatch #7, $2.95

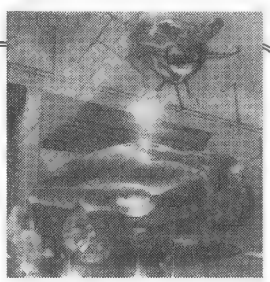
AVATAR PRESS
Alan Moore's Hypothetical Lizard #2, (two covers $3.50)
Brian Pulidos Belladonna #5, (three covers $3.99; premium ed. $9.99)
Brian Pulido's Gypsy Preview - Starlight Ed, $5.99
Brian Pulido's Lady Death Swimsuit 2005, (two covers $3.99, spec. ed. $5.99, premium ed. $9.99, leather cvr $24.99)
Brian Pulido's Unholy #2, (three covers $3.50; spec. ed. $9.99)
Frank Miller's Robocop #7, $5.99
Garth Ennis' 303 #4, (two covers $3.99)
Robocop: Wild Child #1, (four covers $2.99)
Threshold #53, (two covers $4.99, two spec. eds. $6)

BANANA TALE PRESS
Banana Tail #1, $4.95

BASEMENT COMICS/AMRYL ENTERTAINMENT
Budd's Beauties & Beasts One-Shot, $4.95
Cavewoman Summer Sp One-Shot Nude Budd Cvr (Net),

DARK HORSE COMICS

The Driver has to figure out why his non-descript passenger is so important to a group of thugs in ***BMWFilms.com's The Hire* #3.**



JANUARY 5
Samurai: Heaven & Earth #2, $2.99
Star Wars: Empire #29, $2.99

JANUARY 12
Apocalypse Nerd #1, $2.99
Blade of the Immortal #97, $2.99
***BMW Films The Hire* #3, $2.99**
Michael Chabon Presents The Amazing Adventures of the Escapist #5, $8.95

JANUARY 19
B.P.R.D.: The Dead #3, $2.99
Conan #12, $2.99
Star Wars: Obsession #3, $2.99

JANUARY 26
Concrete: The Human Dilemma #2, $3.50
Incredibles #3, $2.99
Jingle Belle #3, $2.99
Shadow Star: What Can I Do For You Now? TP Vol. 6, $15.95
Star Wars: Republic #73, $2.99
Super Manga Blast! #49, $5.99
Usagi Yojimbo #81, $2.99

$8.95
Cavewoman: Meriem's Gallery Sp Ed Nude Cover #4 (Net), $8.95
Heavy Metal Live: Photo of Julie Strain SC Vol. 6, (two covers $8.95)

Beckett Entertainment
Ballad of Sleeping Beauty #6, $1.99
Fade From Grace #4, $1.99
Ruule Kiss & Tell #7, $1.99

Black Bolt Entertainment
Spartans #2, $2.25

Black Library
Call of Chaos GN, $9.99
Horus Heresy Vol. 2: Visions of Darkness Art Book, $29.99
Warhammer Monthly #87, $3.50

Blue King Studios
City of Heroes #9, $2.95

Bongo Comics
Simpsons Classics #3, $3.99
Simpsons Comics #102, $2.99
Simpsons/Futurama Crossover Crisis Part 2 #1, $2.99

Bon-Vue Entertainment
Lash of Lady Lovelock #2, $9.95

Boom Productions
Firebreather Sketchbook, $9.99 (signed $19.99)

Boychild Productions
Manga Mover #1, $5.99

Brian Boru Productions
Ghosthunters #2, $2.99

Broadsword Comics
Tarot: Witch of the Black Rose #30, $2.95 (spec. ed. $19.99)

Broccoli International USA Inc
Di Gi Charat Theater Dejikos Adventure Volume 2, $9.99
Until The Full Moon Manga #1, $9.99

Bud Plant
In The Presence of Dinosaurs HC, $12.99

Burlyman Entertainment
Shaolin Cowboy #2, $3.50

Cartoon Militia
Jack Spade & Tony Two Fist #1, $3.00

Classics Illustrated Jr.
Classic Illus Jr #571 How Fire Came To The Indians, $3.99

Claypool Comics
Elvira #141, $2.50
Soulsearchers #70, $2.50

Codedeco Inc
Jonas: Tales of An Ironstar #3, $3.95

Comicsone.Com
Infinite Ryvius TP Vol. 2, $9.95
Lunar Legend Tsukihiime TP Vol. 1, $9.95
My Sassy Girl GN #6, $13.95
Peigenz TP Vol. 5, $9.95
Pretty Maniacs TP Vol. 1, $9.95

Conspiracy Productions
Creep #1, $2.99

CPM Manga
Armageddon GN Vol. 2, $9.99
Mythology of the Heavens Volume 2 Phoenix Rising GN, $9.99
Nambul: War Stories Vol. 3 GN Conflict, $9.99
Over The Rainbow GN, $9.99
Slayers Premium GN Vol. 1, $9.99
Sword of Shibito GN Vol. 1, $9.99

Dab Enterprises
Adventures of Dagny, Immortal Tantrika #2, $3.95

Dakuwaka Productions Inc
Helios #2, $2.99

Devil's Due Publishing
Aftermath #0, $9.95
Army of Darkness: Shop Til You Drop Dead #2, $2.99
Blade of Kumori #3, $2.95
Cannon Busters #2, (two covers $2.95)
Cosmic Guard #6, $2.99
Darkstalkers #3, (two covers $2.95)
G.I. Joe #38, $2.95
G.I. Joe: Reloaded #11, $2.95
Infantry #2, (two covers $2.95)
Megacity 909 #5, (two covers $2.95)
Misplaced TP Vol. 1, $10.95
Patrick The Wolf Boy Pkt TP Vol. 1, $10.95
Tim Seeley G.I. Joe Sketchbook, $9.95

Digital Noixe
Delete #5, $2.99
Omen Negative Issue, $2.99

Digital Webbing
Bride of Freakshow, $2.99
Digital Webbing Presents #22, $3.50

Dork Storm Press
PS238 #10, $2.99

Drawn & Quarterly
Berlin #11, $3.95
Stacks GN, $9.95

Dreamwave
Darkminds Macropolis Pocket Ed

Artists Tom Fowler and Rodney Ramos join writer Judd Winick for ***Green Arrow* #46**, which also features a Teen Titans appearance.

January 5
Authority: Fractured Worlds TP, $17.95
Bad Company: Goodbye Krool World TP, $17.95
Breach #1, $2.95
Catwoman: Relentless TP, $19.95
Constantine: Movie Adaptation, $6.95
Constantine: The Hellblazer Collection TP, $14.95
Danger Girl: Odd Jobs TP, $14.95
Deadshot #2, $2.95
Detective Comics #802, $2.95
Firestorm #9, $2.50
Hard Time #12, $2.50
Intimates #3, $2.95
Justice League Elite #7, $2.50
Justice League Unlimited #5, $2.25
Looney Tunes #122, $2.25
Mad Magazine #450, $3.50
Madara Vol. 2 TP, $9.95
Question #3, $2.95
Superman: Strength #1, $5.95
Superman: Unconventional Warfare TP, $14.95
Swamp Thing #11, $2.95
Toe Tags Featuring George Romero #4, $2.95
Wild Girl #3, $2.95
Y: The Last Man #30, $2.95

January 12
100 Bullets #57, $2.50
Action Comics #823, $2.50
Angeltown #3, $2.95
Aquaman #26, $2.50
Batman Strikes #5, $2.25
Batman: Legends of the Dark Knight #187, $2.50
Birds of Prey: Sensei and Student TP, $17.95
Bloodhound #7, $2.95
Fables #33, $2.50
From Eroica With Love Vol. 2 TP, $9.95
Gotham Central #27, $2.50
***Green Arrow* #46, $2.50**
Incal Vol. 1: Epic Conspiracy TP, $19.95
JLA #110, $2.25
John Constantine: Hellblazer - Rare Cuts TP, $14.95
JSA #69, $2.50
Majestic #1, $2.95
Monolith #12, $2.95
Nightwing #101, $2.25
Scooby-Doo #92, $2.25
Seven Soldiers of Victory Archives Vol. 1 HC, $49.95
Wonder Woman: Bitter Rivals TP, $12.95

January 19
A.B.C. Warriors: The Meknificent Seven TP, $12.95
Adventures of Superman #636, $2.50
Authority: Revolution #4, $2.95
Batman: Gotham Knights #61, $2.50
Birds of Prey #78, $2.50
Books of Magick: Life During Wartime #7, $2.50
Catwoman #39, $2.50
Chaos Effect TP, $19.95
Ex Machina: The First Hundred Days TP, $9.95
Green Lantern Archives Vol. 5 HC, $49.95
Hawkman #36, $2.50
Human Target #18, $2.95
JLA Classified #3, $2.95
Land of the Blindfolded Vol. 2 TP, $9.95
Lucifer #58, $2.50
Manhunter #6, $2.50
Plastic Man #14, $2.95
Powerpuff Girls #58, $2.25
Robin #134, $2.25
Space Ghost #3, $2.95
Superman/Batman #17, $2.95
Teen Titans #20, $2.50
Terra Obscura Vol. 2 #5, $2.95
Trigger #2, $2.95
We3 #3, $2.95
Wonder Woman #212, $2.25

January 26
Adam Strange #5, $2.95
Batgirl #60, $2.50
Batman #636, $2.25
Cartoon Network Block Party #5, $2.25
Catwoman: When In Rome #4, $3.50
Chaland Anthology Vol. 2: Freddy Lombard TP, $14.95
Doom Patrol #8, $2.50
Flash #218, $2.25
Green Lantern: Rebirth #4, $2.95
Hellblazer #204, $2.75
JSA: Strange Adventures #6, $3.50
Legion of Super-Heroes #2, $2.95
Losers #20, $2.95
Metal Hurlant #15, $3.95
Mighty Love SC, $17.95
Nightwing #102, $2.25
Outsiders #20, $2.50
Planetary #22, $2.95
Razor's Edge: Warblade #4, $2.95
Richard Dragon #9, $2.50
Seaguy TP, $9.95
Sinster Dexter: Murder 101 TP, $19.95
Sleeper Season Two #8, $2.95
Superman #213, $2.50
Teen Titans Go! #15, $2.25
Witching #8, $2.95

COMICS IN YOUR FUTURE

TP Vol. 1, $7.95
Devil May Cry 2Nd Prtg #2, $3.95
Killzone #3, $2.99
Pat Lee's Transformers/GI Joe #4, $2.99
Transformers Beast Wars #1, $2.99
Transformers Energon #31, $2.99
Transformers Generation One Vol. 3 #13, $2.99
Transformers War Within Vol. 3 #5, $2.99
Warlands Pocket Ed TP Vol. 1, $9.95
Warlands: Vol. 4 Malagens Campaign #1, $2.99

Drive Comics
Symbiotes #3, $2.95

Ediciones La Cupula S A
French Kiss #12, $9.95

Eidolon Entertainment
Underlords #1, $2.95

Eighth Day Entertainment
Awakenings #4, $2.99

Eureka Productions
Graphic Classics Vol. 11: O. Henry, $11.95

Fantagraphics
Black Hole #12, $4.95
Black Hole Slipcase, $4.95
Comics Journal #265, $9.95
Epileptic GN, $24.95
Girl + Girl #2, $3.95
Head #10, $3.95
Housewives At Play: All Access GN, $9.95
Luba #10, $3.50
Manga Caliente #4, $3.95
Sin City Angels #1, $3.95
Sticky #1, $4.95
Superfist Ayumi #4, $3.95
Underbelly HC, $22.95

Forcewerks Productions
Dr. Chaos Presents American Idyll Super Mega Pop Star, $2.50

Gemstone Publishing
Donald Duck Adventures TP Vol. 10, $7.95
Donald Duck Adventures Vol. 7 TP, $7.95
Donald Duck And Friends #324, $2.95
Mickey Mouse And Friends #273, $2.95
Uncle Scrooge #338, $6.95
Walt Disney's Comics & Stories #653, $6.95

Girl Twirl Comics
Jane's World #17, $5.95

Headless Shakespeare Press
Stalagmite #2, $7.00

Heavy Metal Magazine
Azpiri Demonwinds HC, $14.95
Heavy Metal Spring 2005, $5.99

Heroic Publishing Inc
Flare #3, $2.99

Hoarse and Buggy Productions
Western Tales of Terror #2, $3.50

IDW Publishing
24 Stories: One Shot, $7.49
30 Days of Night: Bloodsuckers Tales #4, $3.99
Blood-Stained Sword #1, $7.49
Clive Barker's The Thief of Always TP Vol. 1, $7.49
CVO: Covert Vampiric Operations - Rogue State #3, $3.99
Desperadoes: Banners of Gold #2, $3.99
Eric Red's Containment #1, $3.99
Grande Fanta SC, $40.00
Grimjack: Killer Instinct #1, $3.99
Legend of Grimjack: TP Vol. 1, $19.99 (signed HC $50)
Lurkers #4, $3.99
Metal Gear Solid #5, $3.99
Singularity 7 TP, $19.99

Illusive Productions
Dorothy #1, $5.00

Image
Battle of the Planets: Princess #4, $2.99
Darkness #19, $2.99
Darkness/Superman #2, $2.99
Darkness: Sins of Past TP Vol. 3, $24.95
HumanKind #5, $2.99
Rising Stars #24, $3.99
Tomb Raider #50, $3.99 (signed $19.99)

Imperium Comics
Furious Fist of the Drunken Monkey #2, $2.99
Trailer Park of Terror Color Special #2, $3.99

Infinity Studios
Animal Paradise GN Vol. 1, $9.95
Bambi GN Vol. 1, $9.95
Missing White Dragon GN Vol. 1, $9.95
Witch Class GN Vol. 1, $9.95

Jetpack Press
Johnny Raygun Quarterly #4, $2.95

Kenzer & Company
Knights of the Dinner Table #99, $3.99
KODT Bundle of Trouble TP Vol. 11, $11.99

Knee Deep Press
Don't Eat The Electric Sheep #2, $3.95

Mahrwood Press
Saga of Four Sons: The Perfect Cloth GN, $14.95

Meridian Arts
Masked Commander, $3.50

Mirage Studios
Tales of Teenage Mutant Ninja Turtles #7, $3.95

Moonstone
Silencers: Black Kiss TP, $14.95
Wyatt Earp: Dodge City #1, $2.95

Mu Press
Wild #10, $3.75

NBM
Cryptozoo Crew #1, $2.95
Flesh And Metal GN Vol. 2, $9.95
Hardy Boys #3, $2.95
Isaac The Pirate GN Vol. 2, $14.95
Johhny Jihad GN, $9.95

Oni Press Inc.
Follow Me Closely GN, $9.95
F Stop GN, $14.95

Penny Farthing Press
Captain Gravity And Power of Vril #2, $2.95

Pure Imagination Publishing
Vaughn Bode: Rare And Well-Done TP Vol. 1, $19.95

Radio Comix
Furrlough #145, $3.50
Genus Male #4, $4.99
Havoc, Inc. Digest TP Vol. 2, $13.95
Milk #45, $3.50

Rebellion
2000 AD #1420, $3.75
2000 AD #1421, $3.75
2000 AD #1422, $3.75
2000 AD #1423, $3.75
Judge Dredd Megazine #227, $10.99

Riverhead
Maitena: Women On The Edge TP Vol. 3, $12.00

Rosen Publishing Group
Rosen Graphic Non-fiction: Cleopatra GN, $9.95
Rosen Graphic Non-fiction: Elizabeth I GN, $9.95
Rosen Graphic Non-fiction: Harriet Tubman GN, $9.95
Rosen Graphic Non-fiction: Hernan Cortes GN, $9.95
Rosen Graphic Non-fiction: Julius Caesar GN, $9.95
Rosen Graphic Non-fiction: Richard The Lionheart GN, $9.95

Saddle Tramp Press
War TP Vol. 1, $10.95

Shanda Fantasy Arts
Extinctioners Vol. 2 #14, $4.99
Furry Ninja High School Twilight #1, $4.99

Shooting Star Comics
Children of the Grave #1, $2.99
Fishnet Angel Jane Doe #1, $2.99

Singing Ink
Shiver In The Dark #1 Origin Ed, $2.95

Sirius Entertainment
Dogwitch #15, $2.95
Poison Elves Portraits Ltd Ed, $12 (spec. ed. $40)

Slave Labor Graphics
Bad Art Collection, $1.95
Cocopiazo #2, $2.95
Next Exit #2, $2.95
Outlook Grim Vol. 1: Dead Nasties TP, $12.95
Patty Cake & Friends Vol. 2 #13, $4.95
Seamonsters & Superheroes #8, $2.95

Sscomics.Com
Eclipse And Vega: The Beds We Make #1, $2.95

image

Invincible makes a guest-appearance in Scott Kurtz' *PvP* #14, scheduled to ship January 26.

January 5
Battle Hymn #2, $2.95
Beyond Avalon #1, $2.95
Casefiles Sam & Twitch #16, $2.50
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Forsaken #6, $2.95
Invincible, Vol. 4: Head of the Class TP, $14.95
Two-Bits #1, $0.25
Walking Dead #16, $2.95

January 12
Amazing Joy Buzzards #2, $2.95
Burglar Bill #2, $2.95
Cholly & Flytrap #3, $4.95
Detonator #3, $2.50
Negative Burn: The Very Best From 1993-1998 TP, $19.95
Pigtale #1, $2.95

January 19
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Freedom Force #1, $2.95
Neo Beauties: The Pin-up Art of Brian Haberlin TP, $29.95 (signed $49.95)
Noble Causes #7, $3.50
Seventh Shrine #1, $5.95
Small Gods, Vol. 1: Killing Grin TP, $9.95
Ultra #6, $2.95

January 26
Four-Letter Worlds GN, $12.95
Lions, Tigers & Bears #1, $2.95
***PvP* #14, $2.95**
Ride: Foreign Parts One Shot, $2.95
Savage Dragon #122, $2.95
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The Human Torch and Spider-Man's adventurous history is re-examined in the five-issue *Spider-Man/Human Torch* mini-series.

JANUARY 5

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Fantastic Four: Foes #1, $2.99
Incredible Hulk #77, $2.99
Jubilee #5, $2.99
Marvel Age Fantastic Four #11, $2.25
Marvel Age Spider-Man #19, $2.25
Marvel Knights 2099 TP, $13.99
Marvel Team-Up #4, $2.25
Powerless TP, $14.99
Spectacular Spider-Man #23, $2.25
Spider-Girl #82, $2.99
***Spider-Man Human Torch* #1, $2.99**
Spider-Man Unlimited #7, $2.99
Tomb of Dracula #4, $2.99
Ultimate Elektra: Devil's Due TP, $11.99
Uncanny X-Men #454, $2.25
X-Men/Fantastic Four #2, $3.50
X-Men: Phoenix - Endsong #1, $2.99

JANUARY 12

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District X #9, $2.99
District X Vol. 1: Mr. M TP, $14.99
Doctor Spectrum #5, $2.99
Gambit #6, $2.99
Marvel Age Spider-Man Team Up Vol. 1: A Little Help From My Friends Digest TP, $5.99
Marvel Knights 4 #14, $2.99
Marvel Knights 4 Vol. 2: The Stuff of Nightmares TP, $13.99
Marvel Knights Spider-Man #10, $2.99
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JANUARY 19

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Marvel Knights Spider-Man Vol. 2: Venomous TP, $9.99
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JANUARY 26

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Tales of the Hermit HC Vol. 3, $29.95

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Daisy Kutter TP Vol. 1, $10.95
Dead At 17 Revolution #3, $2.95

VIZ

A 400-year-old ninja, who still looks like a teen-ager, has to protect the life of a classmate in Nobuyuki Anzai's *Flame of Recca* Vol. 10.

JANUARY 5

Inu Yasha: The Movie Ani-Manga Boxed Set, $24.99
Neon Genesis Evangelion GN Vol. 9, $9.99
Wolf's Rain GN Vol. 1, $9.99
Yu Gi Oh: The Movie Ani Manga GN, $13.99

JANUARY 12

Angel Sanctuary GN Vol. 6, $9.99
Megaman Nt Warrior GN Vol. 6, $7.95
Wolf's Rain GN Vol. 2, $9.99

JANUARY 19

Boys Over Flowers: Hana Yori Dango TP Vol. 10, $9.95
Dolls GN Vol. 2, $9.99
Flame of Recca TP Vol. 10, $9.95
Inu Yasha Ani Manga TP Vol. 7, $11.95
Sensual Phrase TP Vol. 6, $9.95
Tuxedo Gin TP Vol. 10, $9.95

JANUARY 26

Beyblade GN Vol. 3, $7.99
Ceres: Celestial Legend TP Vol. 10, $9.95
My Neighbor Totoro GN Vol. 4, $9.99
X/1999 TP Suite Vol. 17, $9.95

The results are in ...

Voting for a winner

by **TONY ISABELLA**

Dr. Brown: *Then tell me, "future boy," who is president in the United States in 1985?*

Marty: *Ronald Reagan.*

Dr. Brown: *Ronald Reagan? The actor? Who's vice president? Jerry Lewis?*

Marty: *What?*

Dr. Brown: *I suppose Jane Wyman is the first lady. And Jack Benny is secretary of the treasury. I've had enough practical jokes for one evening. Good night, future boy.*

*— **Back to the Future** (1985)*

My fellow citizens, my fellow comics readers across the globe, I come to you here to pledge my full support to the next leader of the free world ...

President Barbara Gordon.

What? Whom did you think I meant?

I'm writing this column in November, just before Election Day. But, in my own little world, a world where visitors to my *Tony's Online Tips* website were asked to select the next president of the United States from a list of 19 comics characters, I have the final vote results, which will likely elude me in reality:

- ❑ Barbara Gordon — 21.94% of the vote
- ❑ Reed Richards — 10.20%
- ❑ Charles Xavier — 9.69%
- ❑ Jefferson Pierce — 9.69%
- ❑ Bruce Wayne — 9.18%
- ❑ Concrete — 5.61%
- ❑ Jennifer Walters — 4.59%
- ❑ Scrooge McDuck — 4.08%
- ❑ Tony Stark — 4.08%
- ❑ Daddy Warbucks — 3.06%
- ❑ J. Jonah Jameson — 2.55%
- ❑ Ned Flanders — 2.55%
- ❑ Emma Frost — 2.04%
- ❑ Mike Doonesbury — 2.04%
- ❑ Hiram Lodge — 0.51%
- ❑ Mickey Mouse — 0.51%
- ❑ "Thunderbolt" Ross — 0.51%
- ❑ Mary Worth — 0%
- ❑ Rex Morgan — 0%
- ❑ Other — 7.14%

All Flee!

by Gavin Burrows and Simon Gane

"Pack-a humans, please, Frank. Unsalted."

When it sticks to its subject, ***All Flee!*** by Gavin Burrows and Simon Gane (Top Shelf, $3.95) is a hilarious and downright charming send-up of giant monster movies. We meet an elderly Godzilla-type in "A Finishing School for Monsters," as he tries in vain to teach dignified city-stomping to the hip-hop creatures in his class. Then, in the title tale, a sexy new monster joins the faculty and captures his heart. Their May-December romance is funny and oddly touching. A trio of gag pages completes the monstrous portion of this comic book to good effect.

After the monster stuff, though, *All Flee!* takes an ill-advised detour. "Crusin' with the Dorks" is "a bar tale" about a group of dorks who form a band, champion the mundane, and, apparently, rally the young dorks of England to their banner. It lacks the charm and the raucous wit of the Burrows-Gane monster stuff.

The dreary detour is annoying, but it's only seven pages out of the issue. *All Flee!* still delivers good bang for its four-buck cover charge. That earns it four out of five Tonys.

www.topshelfcomix.com

Hard Time: 50 to Life
by Steve Gerber

"I got fifty to life. I'm an effing genius."

So proclaims 15-year-old Ethan Chiles on the bus to the prison where, if he survives, he will be spending the next half-century.

Hard Time: 50 to Life (DC, $9.95) collects the first six issues of Steve Gerber's remarkable series about a youngster possessed of a power that may be equal parts blessing and curse.

It starts with a school stunt that turns into a shooting that takes four lives. Unable to exact the ultimate vengeance on Ethan, society banishes him to the state pen, a living Hell he shares with criminals of varying levels of viciousness. *Entertainment Weekly* called the series "*Oz* meets *My So-Called Life*."

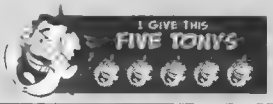
I don't toss around the word "remarkable" lightly. Three decades after he wrote brilliantly of teen despair and horror in *Man-Thing* and *Omega the Unknown*, Gerber again creates a young protagonist so real it hurts. That he achieves this within what is essentially a super-hero series, albeit a refreshing and realistic take on that genre, adds to the artistic success of this riveting ongoing — fingers crossed — series. Most "super-teen" comics are a mix of pop culture new and old; *Hard Time* comes from the darkest corners of the human experience, brightened only by the dim chance of redemption somewhere far down the road.

Hard Time: 50 to Life is a true page-turner. I couldn't wait to see what would happen next and, when it came into view, I was often surprised by it. The force which emerges from Ethan is pivotal to the resolution of several plights, but it is his own ingenuity that trumps the deadliest threat he faces herein.

Gerber is clearly the driving force behind *Hard Time*, but his story benefits greatly from artist Brian Hurtt's clear storytelling and compelling drawings, as well as the evocative coloring by Brian Haberlin and Avalon Studios. Kudos should likewise accrue to Andy Helfer (who steered the series pre-publication), Joan Hilty (editor of the ongoing series), Anton Kawasaki (editor of this collection), and publication designer Peter Hamboussi. This book looks as good as it reads.

Hard Time: 50 to Life is an outstanding work. It deserves and receives the full five Tonys.

www.dccomics.com



I don't toss around the word "remarkable" lightly. ... Gerber again creates a young protagonist so real it hurts.

It was a spirited election, but one without rancor. I think my favorite of the write-in votes was for Ra's al Ghul. The reader who chose him felt he wanted a candidate who was strong on the environment. I can appreciate the sentiment but I prefer candidates who consider me part of the environment, too.

Several readers commented on the absence of Steve Rogers from the ballot. In my defense, I have always felt Captain America is respective of the American Dream and not the America of the moment.

Besides, it would've broken my heart had a churlish group like the Howling Commandoes for Truth emerged to smear Cap's wartime service to my country.

Whom did I vote for? I'll reveal the obvious, after we look at a handful of more or less non-partisan comics.

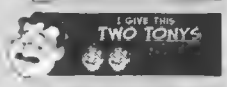
The Tony Scale

Five Tonys: Anything getting this rating is among the best comicdom has to offer.

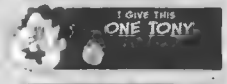
Four Tonys: I recommend anything earning this rating.

Three Tonys: This denotes something I find perfectly respectable.

Two Tonys: Basic judgment call. I found some value but not enough to recommend it.



One Tony: Buy something else.



Zero Tonys: Burn your money before buying any comic book receiving this rating.

Baraka and Black Magic in Morocco
by Rick Smith

"I'm just so sick of never knowing the rules. There are no f****** rules here! This country has no structure. I'm just tired of having to guess at every turn. God, is this what this trip was supposed to be about? *Well?*"

Japanese comics are rightfully praised for their variety, and it's a lesson some mainstream publishers are learning, though they do seem to be sticking to genres not far distant from their usual catalogues. Still, though they seldom receive the recognition they deserve for it, independent American comics creators and publishers offer as much variety as the imports.

Rick Smith's ***Baraka and Black Magic in Morocco*** (Alternative Comics, $14.95) is a diary of his and his wife Tania's October 2000 travels in Morocco. Even before I got into the comics, Smith's opening text had captured my interest.

Even before I got into the comics, Smith's opening text had captured my interest.

"It's been over three years since the events in this book transpired. Given what's happened since in the world, much of the material seems dwarfed — to the point of changing the tenor of the book for me completely.

"That's because independent air travel has — especially in the Arab world — changed since Tania and I visited Morocco. If the book's events took place after the 9/11 attacks, our travels would have told a different story. This is what I got out of my latest reading of the travelogue: a sense that I'm witnessing events that seem like they took place a long time ago, even though they were only three years ago."

I felt a sense of dread as I followed Smith and his wife via this comics travelogue, a sense that a wrong turn here or a wrong word there could have had serious consequences. Smith did an amazing job capturing their annoyance and frustration in dealing with the locals. Yet the lure of the unfamiliar is so great that it's also easy to see why, despite the occasional bump in the road, they continued onward.

The book's most chilling moment came when it seemed to me that Smith was feeling pretty confident in his ability to travel safely, as he and a friend nearly fell victim to an aggressive salesman of a sort he'd fended off earlier in his travels. It was a reminder of how dangerous the Middle East was and remains.

Backing up the comics are actual journal entries that Smith made during the time covered in this book. The entries add another layer of veracity to his travelogue.

Baraka and Black Magic in Morocco is an exceptional work. It picks up four out of five Tonys.

www.indyworld.com/altcomics

Invincible: Family Matters
by Robert Kirkman

The starting point for Invincible is: What if Superman had a son?

Mark: I think I'm finally getting super-powers.

Mark's Mom: That's nice. Can you pass the potatoes?

My first experiences with the writing of Robert Kirkman were not pleasant. On a whim, I purchased and read the *Marvel Knights 2099* one-shots he did for Marvel earlier this year. Man, did they stink up the place. When I reviewed them online, I summed them up by asking: When did super-hero comic books stop being about hope and start being about hopelessness?

It was posters on my message board who convinced me to give Kirkman another chance and specifically recommended *Invincible*, a super-hero title created with artist Cory Walker. When ***Invincible: Family Matters*** (Image, $12.95) fortuitously showed up in a review package from Image Comics, I read it.

The starting point for *Invincible* is: What if Superman had a son? Mark Grayson is an average high-school senior except that his father is the mightiest super-hero on Earth, and Mark has inherited some of his powers.

Some of the add-ons are familiar. Omni-Man is Superman without the exploding home world but with membership in a group reminiscent of The Guardians of the Universe from the *Green Lantern* comics. Mark hangs around with a team of fellow super-teens.

Others are fresher. The quiet courage of Mark's mother as her men face danger and her unwavering faith that, even if events take Omni-Man away from her for months at a time, her husband will still be coming back to her. These are touchingly human moments in the midst of all the spandex.

Kirkman's writing is good throughout. He wisely disposes of Omni-Man's origin in a few pages, covering what needs to be covered without dragging it out. His dialogue reads smoothly, no clunkers that stop a reader in his tracks. I enjoyed this collection, not as much as Kurt Busiek — who contributed a glowing introduction to the book — but I enjoyed it. If I come across a second *Invincible* collection or the later individual issues — this trade reprints the first four issues — I'd certainly read them.

On the visual end, Cory Walker's art and storytelling are both good. A whole lot of his characters do look as if they were related to each other, but that's a common shortcoming with comics artists. They need to meet more people. Bill Crabtree goes for brights and pastels in coloring these stories, and it makes for a nice change from the over-rendered computer coloring we usually see in adventure comics.

The trade paperback itself is a pretty sweet package. Besides the aforementioned introduction and stories, it offers 18 pages of behind-the-scenes sketches and commentary.

Invincible: Family Matters is a satisfying collection. That earns it four out of five Tonys.

www.imagecomics.com

Marvel Masterworks: Golden Age Marvel Comics

"Destroying him does not answer anything."

Marvel Masterworks: Golden Age Marvel Comics Vol. 1 (Marvel, $49.99) kicks off an ambitious publishing program restoring and reprinting the most important Marvel comics of the era. This volume contains *Marvel Comics* #1 and *Marvel Mystery Comics* #2-4.

The introduction by Roy Thomas puts the material in critical and historical perspective. Yes, these stories are often crudely written and drawn, but, despite that, there is an unformed energy to them that serves Marvel well to this very day. A blow-by-blow review seems silly here, so, instead, I'll share observations that occurred to me, as I read these old comics.

With few exceptions, these stories look like not-very-distant relations of the Sunday comic strips from the newspapers. Since those strips were the inspiration for comic books themselves, that isn't surprising. However, it is interesting to see which artists were the first to break that mold. Bill Everett does it almost from the launch of his "Sub-Mariner" series, as does Ben Thompson with his "Adventures of Ka-Zar the Great."

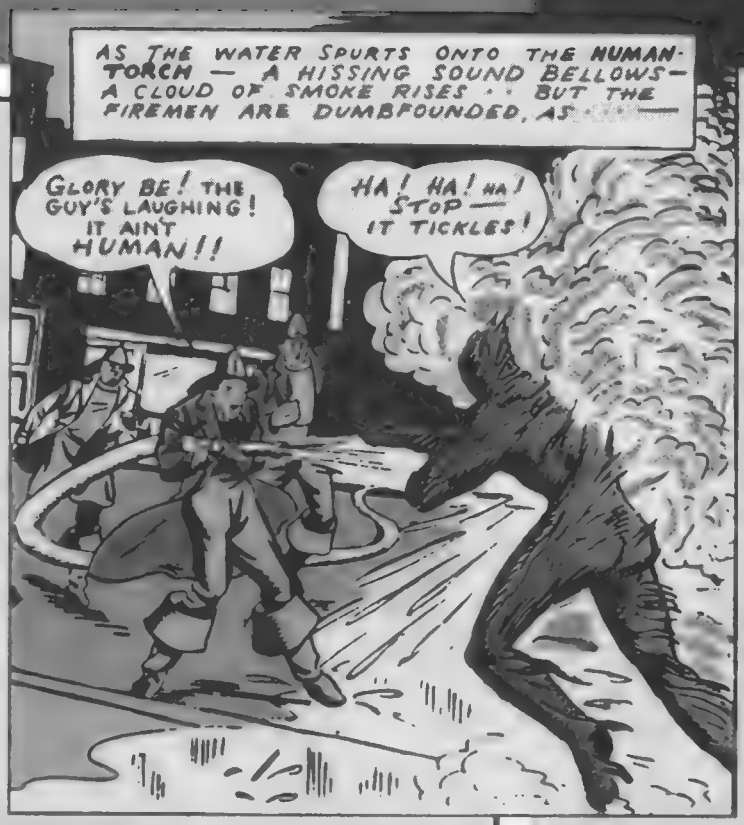
At this time, DC had superior plotting and writing in its comics. Marvel had more kick-butt action. The DC emphasis on plotting and writing remained pretty much constant well into the 1970s; eventually, the publisher started confusing sensationalism for excitement. Marvel does the same thing, but, overall, I think its plotting and writing got better in the 1950s and 1960s with a few welcome pockets of true excellence in almost every decade since then. Well, probably not the 1990s.

The Human Torch is akin to The Frankenstein Monster when he's first introduced — then, inexplicably, becomes a roving adventurer by his second story. He blends in with humanity well, but there's no explanation of how he manages this. He takes his human identity as "Jim Hammond" in his fourth story.

The Angel is a mystery on several levels. As Thomas questions in his introduction, he seemed a pretty bland character to receive cover status in these earliest issues. I'm not sure if he can fly, if he has super-strength, or why and how he does what he does. Yet the character was arguably Marvel's biggest super-hero star after the trio of Captain America, Sub-Mariner, and The Human Torch. Go figure.

Everett's Sub-Mariner is the highlight of these issues. Namor is an unlikely hero in appearance and demeanor but captivates the reader. The ongoing storyline lets Everett develop and define his creation. The art is astonishing, easily better than any other Marvel art of the era; Everett doesn't have a true rival until the emergence of Jack Kirby.

"The Masked Raider" adds "Western" to the genres featured in these issues, but the stories are mediocre at best. I swear there are places where the artist, doubtless churning these out as fast as humanly possible, skips over a panel. The most surprising thing about this strip is a scene in which the disguised Raider refers to a Mexican outlaw as a "greaser." Such slurs were, sad to say, not uncommon in 1940s comics, but they were



usually directed at blacks and Asians. Reading this in 2004, it stood out.

Thompson's "Ka-Zar the Great," despite its debt to Edgar Rice Burroughs' Tarzan, is fun stuff. There is an ongoing storyline and the endless amusement of the hero hanging out with his menagerie of animal pals, many of them with distinct personalities.

The back pages of *Marvel Mystery* tried out a variety of other strips. Issue #1's "Jungle Terror" is a standard, uninteresting adventure yarn.

"American Ace," which ran in #2 and #3, really looks as if it was designed to be a Sunday comic strip. It appears to have been inspired by Roy Crane's *Captain Easy* with a deliciously evil and beautiful villainess, to boot. The second installment ends with the story unresolved and destined to remain so.

Marvel Mystery #4 has two new strips. "Electro" is a robot in the service of a benevolent scientist and his globe-trotting good Samaritans. It's dull, but the premise has considerable potential.

One could combine this strip and "American Ace" into a modern-day thriller: rogue do-gooders clashing with world governments and established super-heroes.

"Ferret, Mystery Detective" is notable for Irwin Hasen's art (some of his earliest) but little else. The mystery is why Ferret pursues this occupation, when he is clearly really bad at it.

I'm amazed he survived this first story.

Marvel Masterworks: Golden Age Marvel Comics Vol. 1 leaves me eager for follow-up volumes. The stories have great historical value, and many are entertaining in their own right. I hope this publishing program meets with great success, and I'll do my bit to encourage it by giving the premiere volume the full five out of five Tonys.

Keep them flying, Marvel!

www.marvel.com

Which comics character got my vote in my online election for President of the United States? Did you even have to think about that for an instant?

Which comics character got my vote in my online election for president of the United States? Did you even have to think about that for an instant?

I may not agree with or approve of some of the things DC Comics has done with him. I may flat-out not believe some of the things the company has done with him. Still, at the end of the day, I had to go with my "favorite son" among the candidates: Jefferson Pierce.

He's a truly compassionate man who focuses on helping people without judging them. I once described him as a "liberal Northern Baptist," and that continues to work for me.

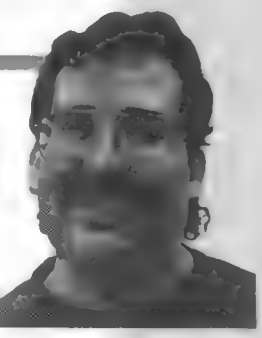
He's an intelligent man and a reluctant warrior. I think that combination is important in a commander in chief.

That said, I agree with my online readers that Barbara Gordon and many of the other candidates would also make great presidents. One reader commented that the winner could put together the finest cabinet in history from the rest of the candidates.

If it weren't for the frequent random apocalypses, I'd rather live in the comics world than the real one.

I post new "Tony Polls" questions every Monday at my website. Get in on the fun by going to: *www.worldfamouscomics.com/tony/poll*

Meanwhile, the campaign for great comic books continues in the rest of this issue of ***CBG*** and in the issues to come. Stand up and be counted, my fellow comics buyers.



TONY ISABELLA, comics writer and author, has been appearing in *CBG* since #3 in 1971. Review items can be sent to P.O. Box 1502, Medina, OH 44258. Check out his website at **www.wfcomics.com/tony**, or e-mail him at **tony@wfcomics.com!**

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REVIEWS

PICK OF THE MONTH COMIC BOOK

Conservation #1

Top Shelf Productions

$4.95, b/w, 48 pgs., available now

Writers and artists: James Kochalka, Craig Thompson

reviewed by **Ray Sidman** ★★★★

Two of the most distinct writers and artists in comics got together for this work. The result is a metaphorical montage born of the wordplay and artistic styles, courtesy of its creators, James Kochalka and Craig Thompson.

The pair tackle weighty philosophical issues surrounding the universe and the meaning of life, as well as their roles in both. Spirituality, cynicism, hope, and intent wrapped in a package of religious doctrine and pantheism.

This book is for those that like their comics to make them think. And how. Kochalka and Thompson don't preach answers, they pose questions and allow themselves to explore, leading to more questions and potential answers.

The duo take turns drawing, often on the same page, creating a balanced layout that flows incredibly well.

Some people might balk when they see the comic: It measures 5 x 5 inches. But contained inside is a brave and worthwhile exploration, consistently no-holds-barred and thought-provoking.

The "#1" after the title hopefully indicates we'll see more in this series from these two, or perhaps future issues featuring other pairs of writer-artists.

www.topshelfcomix.com

Silverado #1

Black Bolt Entertainment

$2.25, b/w, 16 pgs., available now

Writer: Andrew Warren; Artists: Fred Reyes, Michael Collins

reviewed by **Steve Horton** ★★★

This one's cool, pulpy, and old-school. Preston Trent is the grandson of businessman Garrison Trent. Preston has reigned for years as a hero of Meridian City to avenge the death of his father at the hands of Garrison's former partner, the evil businessman Carter Lang.

Though this is the origin, there's really not that sense of politics or business in this comic book. This is no *Cla$$war*. Instead, it's a pulpy super-hero story starring Silverado, a guy with a cool hat, domino mask, and a shoulder holster.

In this introductory tale, Silverado's pitted against The Popcorn Man, who brings movie monsters to life for his own evil purposes. Fred Reyes, penciller and creator of *Silverado*, has a clean, animated style. Reyes has a background in storyboarding, so this is no surprise. The story's only 16 pages long, and there's no #2 in the near future, so the fact that it ends on a cliffhanger is a little irritating. Here's hoping Reyes will get the chance to continue his tale someday.

www.boltstrike.com

Astro City: A Visitor's Guide

DC/WildStorm

$5.95, color, 48 pgs., available now

Writer: Kurt Busiek

Artists: Brent Anderson, Ben Oliver, and others

reviewed by **S.A. Bennett** ★★★

If you haven't been reading *Astro City* and didn't want to invest in one of the collections sight unseen, this neat little sales tool masquerading as a self-contained one-shot was made with you in mind.

Through a combination of comics and helpful background features, it nicely sets up the series' premise: a city full of super-heroes as seen, mostly, through the eyes of its human inhabitants.

First up there's a short story, "Having A Wonderful Time ..." about a tourist who gets more than she bargained for from her visit, followed by a collection of handy maps, brochures, and restaurant reviews purportedly from Astro City.

Then comes "Our Brightest Stars," a collection of pin-ups by top-notch artists which double as informal "Who's Who" pages for some of the city's most notable heroes. Today's readers may have come to know this format as a "Secret Files," but Silver Age fans will of course recognize it as that long lost artifact the *Annual*, and *Astro City: A Visitor's Guide* easily ranks as the best one in years.

www.dccomics.com

The Ciderview Project #1-4

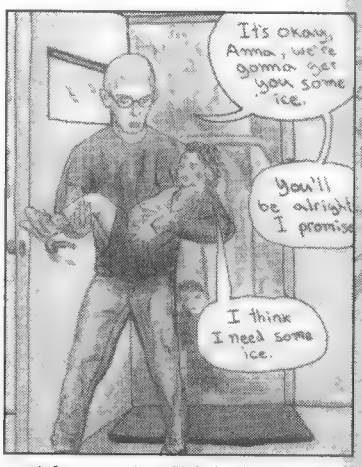
Michael Goodman

$2.95@, b/w, 32 pgs. (#1), 24 pgs.@ (#2-4), avail. now

Writer and artist: Michael Goodman

reviewed by **Jim Johnson** ★★

OK, let's be honest here: this book is poorly drawn, poorly lettered, and full of wooden dialogue. Anyone who picks up and leafs through a copy will probably put it down seconds later. Those who prize art over writing will find this about as palatable as a warm shot of Listerine.



Hidden behind this comic's muddy greytones, however, is the promise of Goodman's potential as a writer. While the writing needs work, Goodman's way with character design, development, and interaction is impressive. The characters not only share a bond as friends and acquaintances, but also through an understated common thread: their various illnesses. From brain cancer to minor autism, these characters' burdens are apparent, but are not the sole focus of the story. Instead, Goodman uses these illnesses as a catalyst, and lets the story develop from there. The result? A surprisingly captivating and often dramatic story arc that succeeds in offsetting some of the aforementioned shortcomings.

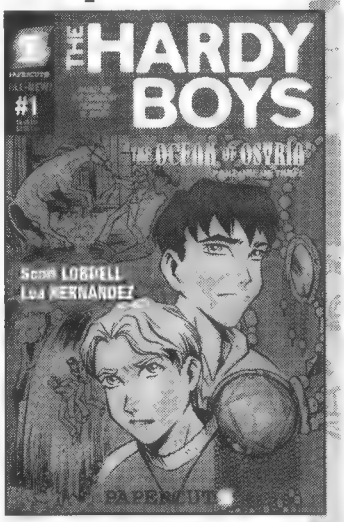
The appeal will come mostly to die-hard aficionados of human drama. Despite its warts, this book shows that Goodman is an ever-improving writer worth keeping an eye on.

www.ciderviewproject.com

Hardy Boys #1

NBM

$2.95, color, 32 pgs., available now
Writer: Scott Lobdell
Artist: Lea Hernandez
reviewed by **Tim Lasiuta** ★★★½



The Hardy Boys are immortal, or at least it seems that way. From their beginnings, fans have had the Franklin Dixon novels, and, in the 1970s, the popular TV show. Today, thanks to NBM and Papercutz, kids everywhere have the comic book.

Scott Lobdell and Lea Hernandez have teamed up to create a classic (in the making) Bayport mystery. The boys help rescue a race horse, and promptly find themselves involved in Chet's arrest for the theft of the Ocean of Osyria. Just like it was straight out of an old hardcover, Lobdell weaves a tale that will have long-time fans seeing Chapter Four already.

Hernandez does a fantastic job on art. Matching her manga-style art with the straight-forward plot turns this comic book into a winner.

The updating of The Hardy Boys is done with a style that pays homage to their roots. A minimum of gadgets (thus far a Palm Pilot and a computer nerd father), a close relationship with their parents, and a pair of clean wholesome kids form the basis for this series, just like the novels have all these years.

www.nbmpublishing.com

Blue Monday: Painted Moon #1-2

Oni Press

$2.99, b/w, 32 pgs., available now
Writer and artist: Chynna Clugston-Major
reviewed by **Carla Aquiar** ★★★

High school, circa '85-'95: pre-Internet, pre-cellphones, a prehistoric era to today's teens. But the problems are universal. Zits. Parents. School. The opposite sex. Sex in general. Normal vs. weird. Crushes on teachers. Awkward friendships.

Bleu, Clover, and the gang hash their way through refreshingly normal high-school angst, free of any complicating super-powers. In the wake of past events, Victor tries to get Bleu's romantic attention and only worsens her depression. Even worse, Clover wishes Victor were trying to get *her* attention. Also on the topic of sexuality, the gang stumbles onto masturbation: who does it, who doesn't, and all the baggage that comes with either.

The problems are real, the situations are messily full of emotion and uncertainty, the comedy turns from slapstick to subtle and back within a few panels, and the sarcasm is dead-on. When the scars of high school start to fade — some time after 30 — this is great stuff.

www.onipress.com

Solo #1

DC

$4.95, color, 48 pgs., available now
Writers: Various; Artist: Tim Sale
reviewed by **Brett Weiss** ★★★

Showcasing the highly stylized art of Tim Sale (*Catwoman: When in Rome*), *Solo* #1 features six stories, half of which are unconventional takes on super-heroes. "Date Knight" (written by Darwyn Cooke) finds a playful Catwoman toying with a Batman who appears unable to resist her charms or her whirlwind athleticism. "Young Love" (written by Dark Horse editor Diana Shutz) and "Prom Night" (written by frequent Sale collaborator Jeph Loeb) are touching little stories (about Supergirl and Superman, respectively) with a respectful sense of old school sweetness and charm.

A trio of oddities balance out the issue, including "Christina" (written by Sale) and "Low Card in the Hole" (written by Brian Azzarello), which have oddly similar plots, but entirely different settings, and "I Concentrate on You," a personalized tale dedicated to Sale's parents.

Spotlighting a different artist each month (Richard Corben and Howard Chaykin are slated for future issues), *Solo* is an ambitious project that appears to be as much about expanding the art form of comic books as it is about commerce and profit.

www.dccomics.com

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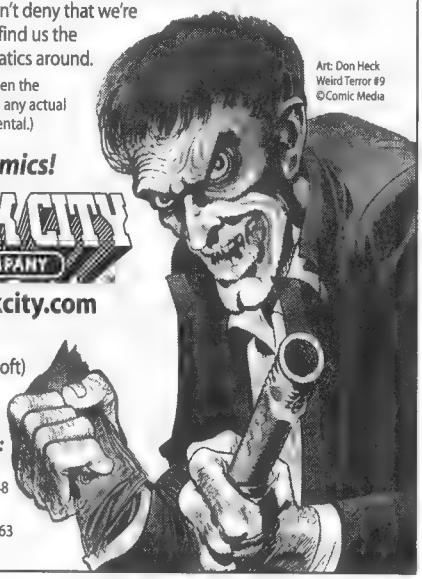

Art: Don Heck
Weird Terror #9
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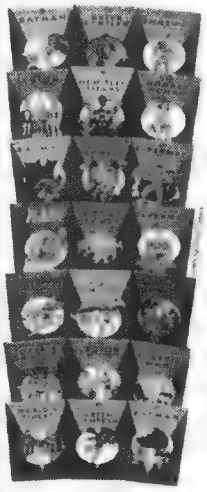

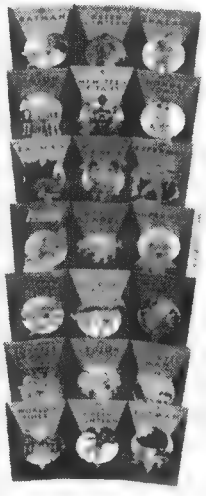

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Conan and the Daughters of Midora

Dark Horse

$4.99, color, 48 pgs., available now

Writer: Jimmy Palmiotti; Artists: Mark Texiera, Palmiotti

reviewed by **Tim Lasiuta** ★★★

Conan has returned! In addition to Dark Horse's regular series by Kurt Busiek and Cary Nord, Jimmy Palmiotti and Mark Texiera have given us an exceptional one-shot novel in *Conan and the Daughters of Midora*.

In *Midora*, Conan is sent on a mission along with the dangerous Valensa to rescue Valensa's captured sister, Hannah. With only a ransom note from the wizard Killver to guide them, Conan and his companion cross Sheva's Point only to cross swords with Killver's men. The battle scene itself is worth the price of the comic book, and a triumphant Conan, standing atop the men who fell beneath his blade, is pure Conan!

Palmiotti and Texiera provide a well-paced story and well-drawn art in a tale deep in deception and "blindness." The King of Gouvia is blind in many ways, and in the final frames, Conan aids Valensa in the biggest deception of them all!

www.darkhorse.com

Elektra: The Hand #1

Marvel

$2.99, color, 32 pgs., available now

Writer: Akira Yoshida

Artists: Jim Cheung, Christian Gossett, Jonathan Glapion

reviewed by **Steve Horton** ★★★

One would expect a series titled *Elektra: The Hand* to devote its time to Elektra's past as a member of the ninja faction that debuted in Frank Miller's *Daredevil*. This series does provide that, to a limited extent, in the Jim Cheung-drawn intro. When Christian Gossett takes over, though, readers learn what the series is really about: The origins of The Hand itself.

The narrator begins with a tale of the founder of The Hand, Kagenobu Yoshioka. Among the things readers learn is why the group's called The Hand in the first place, and the revelation is original and surprising. Akira Yoshida shows great dramatic skill; this issue is scripted like a good Asian kung-fu movie (such as the recent *Hero*). It's got a good mix of kung-fu and emotional impact.

Gossett also draws *The Red Star*, and his and Cheung's work is phenomenal as always. Though this series (and the cover) is a bit deceptive as it doesn't feature Elektra much at all, it's still terrific so far.

www.marvel.com

High from Detroit

Tool Publications

$4.99, b/w, 24 pgs., available now

Writers: John Hett, Craig Hernandez

Artists: Martin Hirchak, Curtis Settino

reviewed by **Jack Abramowitz** ★

This magazine-sized comic harkens back to underground comix, except that there's no sex or drugs, and it's neither subversive nor funny. It does revolve a lot around beer, which should count for something. (It doesn't, but it should.)

This issue contains the so-called origin of The Teenage Alcoholics. (The Teens spent 13 years in the beer kettle of Dr. Stroohz being fed bock beer, so they're hardly still teens!) Geodesic? That doesn't come until later, when they meet The Enabler.

This comic comes with a free CD of The Teenage Alcoholics. Their repertoire seems rather one-track, with songs like "Beer Bong," "Dick Likes His Beer," "Party Animal" and "Teenage Alcoholic." Also, each song starts with the sound of a beer opening. How clever.

According to the house ad, this CD normally sells for $5 plus shipping. One could look at this comic as thrown in free with the CD. If so, it's not a bad promotion. Of course, one then has to review the CD. Happily, this would be a job for a music magazine.

www.teenagealcoholics.com

The Batman Strikes! #1

DC

$2.25, color, 40 pgs., available now

Writer: Bill Matheny; Artist: Cristopher Jones

reviewed by **Brett Weiss** ★★

Like his cartoon counterpart, the Dark Knight of *The Batman Strikes!* is a hipper, happier version of the Bob Kane-created vigilante. Bruce Wayne still agonizes over the death of his parents but maintains a certain perkiness not usually seen in the character, especially when discussing his seemingly favorite topic: rock music.

Strip away the modern lingo and altered personality traits (which will appeal only to younger readers) and you've got a fairly enjoyable Batman vs. Penguin story, with the latter orchestrating an elaborate plot to exact revenge on the Wayne family for perceived slights, both big (trying to "destroy" the Cobblepots) and small (merely laughing at them). The art is essentially an amalgamation of Americanized manga and *Batman the Animated Series*.

Based on the new WB program (which is simply called *The Batman*), *The Batman Strikes!* doesn't quite strike out with its first at bat but it doesn't exactly hit a home run, either. For a cooler updated, animated bat, stick with *Batman Beyond*.

www.dccomics.com

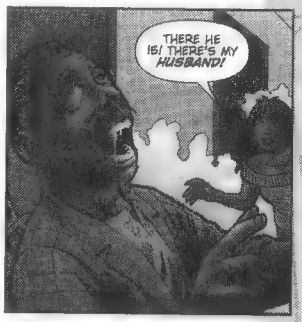
Dawn of the Dead #1

IDW Publishing

$3.99, color, 32 pgs., available now

Writer: Steve Niles; Artist: Chee

reviewed by **Steve Horton** ★★



Horrormeister Steve Niles freely adapts George Romero's classic horror film *Dawn of the Dead*, and the results are mixed. Niles follows the script almost to the letter, but where Romero's violence was brutal but not all that graphic, Niles has gone in the other direction. Penciller Chee has depicted scenes of dismemberment and disembowelment in gory detail.

While it's true that there are fans of this sort of ultraviolence in comic books — *Preacher* and the original *Authority* were full of it — it's not appropriate for this retelling. The in-your-face quality of this blood-and-guts depiction turns the cautionary, satirical *Dawn of the Dead* into a splatter movie, and in doing so, completely misses the point. That's not to say that every comics adaptation of a movie needs to be shot-for-shot, but the added violence obscures the message.

If readers can get past the blood-drenched panels, they might find a trace of Romero's commentary on society contained within, but they're probably better off buying the DVD.

www.idwpublishing.com

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Santa's enchanted bookcase, his gift to Elvira for Christmas, unleashes all manner of contents from its books, including tough-guy author Ernest Chandler, in **"Read 'Em and Weep!"** by **Strom, Sutton,** and **Vey.** Also, an experiment on cats has the fur flying, in **"Pussies Galore!"** by **Howell** and **Barreto.**

DEADBEATS™ #68

Dakota Kane and Buddy Bradford's new travelers' inn debuts. Unfortunately, their first customers are the latest grouping of those vile vampires the Deadbeats, in **"Dead and Breakfast!"** by **Richard Howell** and **Ricardo Villagran.**

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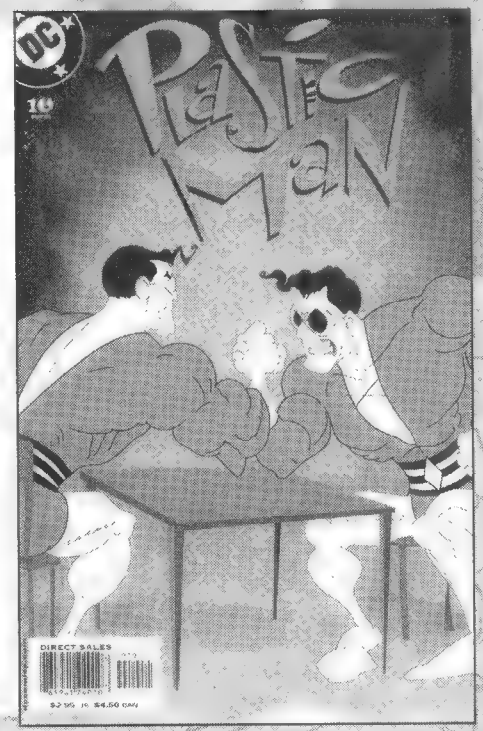
Plastic Man #1-10

DC

$2.50@, color, 32-48 pgs.@, available now
Writer and artist: Kyle Baker (Scott Morse on #7)
reviewed by **Maggie Thompson** ★★★½



Kyle Baker is an incredible — and sometimes underappreciated — writer-artist. From such graphic novels as *I Die at Midnight, King David*, and *Why I Hate Saturn* to such collaborations as *Truth: Red, White & Black* and *Birth of a Nation* to his *Kyle Baker Cartoonist* collections, his work is instantly identifiable and entertaining. Baker was the best possible choice to meet the challenge of transmuting Jack Cole's Golden Age Plastic Man for today's audiences, and he began this series with a story arc that provided Plastic Man's origin and background that accommodates both the version that has been the comedy relief for today's Justice League of America and the qualities that made Cole's character a classic. Following #7's adequate but unexceptional fill-in, Baker returned, opening with a takeoff of the Alex Ross-Paul Dini graphic novels that made it clear Baker hadn't *begun* to run out of ideas. While hilarious details reward informed adult readers, the stories and art are clear and goofy enough to entertain audiences new and old. The 10th issue stands alone, for those who want a sample before hunting for back issues.

www.dccomics.com

Madrox #1

Marvel

$2.99, color, 32 pgs., available now
Writer: Peter David
Artist: Pablo Raimondi
reviewed by **Ian M. Feller** ★★★½

Peter David has come up with an interesting take on what could be a difficult character to write. What do you do with a guy that can split himself into infinite different versions through any strong impact? You make him a private eye, that's what. Jamie Madrox has opened his own private investigation firm and recruited the help of former X-Factor teammates Rahne and Strong Guy. The clever name of the firm? XXX Investigators.

This issue is a good set up to how the series will play out and introduction to all the characters and their abilities. It opens with two great scenes that immediately bring you into the story and keep you there, making you want to read more to see what's actually happened.

This issue also includes the first mystery the group of detectives must solve: Who is trying to kill Madrox? When a duplicate of him arrives at his office bleeding from a stab wound, Madrox reabsorbs him and sees the first clues to finding out where the potential killer might be. Next stop … Chicago.

www.marvel.com

Sore Thumbs Election Special

Keenspot

$0 (FCBD ed.), b/w, 48 pgs., available now
Writer: Chris Crosby
Artist: Owen Gieni
reviewed by **Steve Horton** ★★

This one's just weird. Chris Crosby's off-the-wall humor goes off on a political tangent in *Sore Thumbs*, a comic book about a large-chested anti-Bush girl named Cecania who takes over her nerdy Republican brother Fairbanks's all-ages videogame store. Wackiness ensues.

This comic book's not as surreal as Crosby's *Superosity*, but it's still strange. Cecania and Harmony concoct a plot to have Harmony get married to Fairbanks so the girls can own half the store. All Harmony has to do is mention the Defense of Marriage Act and Fairbanks will fall in love. Also, Cecania meets a young war veteran named Sawyer who was "dismembered" in Iraq, so to speak. He just happens to own a truckload of videogames donated to him by Internet comic-strip readers.

The art is manga-influenced, and Owen Gieni goes full-tilt with wacky expressions. Political humor and non-sequiturs make a good match: just ask the staff of *The Daily Show*. Fans of that style of humor will get a kick out of this.

www.keenspot.com

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Nightcrawler #1

Marvel

$2.99, color, 32 pgs., available now
Writer: Roberto Aquirre-Sacasa
Artist: Darick Robertson
reviewed by **Brett Weiss** ★★★

At the risk of crowding the stands to the point of diminishing returns, Marvel releases yet another solo series starring a member of the uncanny X-Men. Fortunately, it's one of the better such titles on the stands (at least so far), thanks to quick pacing (not always a given at Marvel these days), a tightly constructed mystery story, and drop-dead gorgeous art by the always-great Darick Robertson. (In fact, it's hard to believe Robertson's prodigious talents aren't being utilized on a more bankable character, such as Spider-Man.)

The grisly deaths of 13 children in a psychiatric ward prompt Storm to send Kurt "Nightcrawler" Wagner to the institution to investigate, since it appears that the killings may have been the work of a teleporter. Not surprisingly, the sole survivor (a 10-year-old boy who witnessed the horrible happening) is terrified at the sight of the blue, devil-like Nightcrawler, giving the story its only flaw in logic. Perhaps a more eye-pleasing character like, say, Storm herself, would've been a better choice to talk to a kid.

www.marvel.com

Hellblazer #200

DC/Vertigo

$4.50, color, 48 pgs., available now
Writer: Mike Carey
Artists: Steve Dillon, Marcelo Frusin, Leonardo Manco
reviewed by **Ray Sidman** ★★½

For this landmark issue — and who knows how many comic books have reached 200 issues? — long-time Vertigo writer Mike Carey presents a trio of stories looking down the road at John Constantine … and his three children. You remember young Adam, older son Saul, and 14-year-old daughter Maria, right?

For any parents who wonder if they've done a good job, or if they were just in over their heads to begin with, read this and let Constantine set the bar for the nature/nurture debate. Raising kids can be hell, especially when your kids are real spawn like these.

This issue isn't much for attracting new readers, though one might think an issue #200 would be ideal for such. Regardless, fans will recognize plenty and will likely enjoy it quite a bit. Others may feel confused and as a result, turned off.

The art is worthy of the landmark, as is the writing. For fans, it does what it's supposed to do: Make you wonder about the next 200 issues of this fine groundbreaking series.

www.vertigocomics.com

Patrick the Wolf Boy Post Father's Day Special

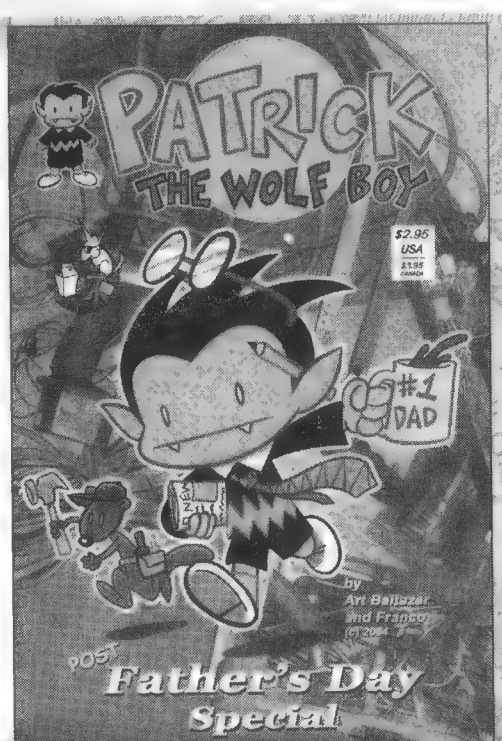
Blind Wolf/Electric Milk Comics

$2.95, b/w, 32 pgs., available now
Writers: Art Baltazar, Franco Aureliani; Artist: Baltazar
reviewed by **Timothy J. Wood** ★★★

In this kinda-sorta tribute to dads, Patrick the Wolf Boy makes friends with Squatch, the Baby Bigfoot, helps familiar-looking aliens jump-start their space ship with a soda and Pop Rocks fuel mix, and rustles up a truly different Father's Day gift. It's a fun, fast ride through a handful of loosely related stories, with Patrick, decked out in his usual reverse Charlie Brown shirt, up to his usual endearingly cute tricks.

Patrick's simplicity — he has a one-word vocabulary, "Raarrgh!" which only his parents seem to understand (come to think of it, that's not unlike the vocabulary of most toddlers) — both as a comic book and a character, are what keep things enjoyable despite lame gags. Art Baltazar and Franco Aureliani also go heavy on the absurd situations that arise when a little wolf-boy lives with normal parents. The biggest complaint here is that Patrick never "wolfs up." The photo-spread of the creators and their kids on the back cover is a nice touch.

www.patrickthewolfboy.com



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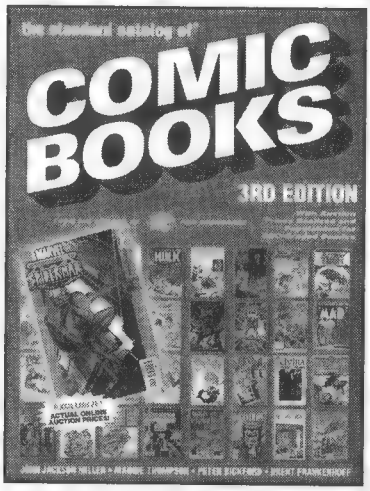

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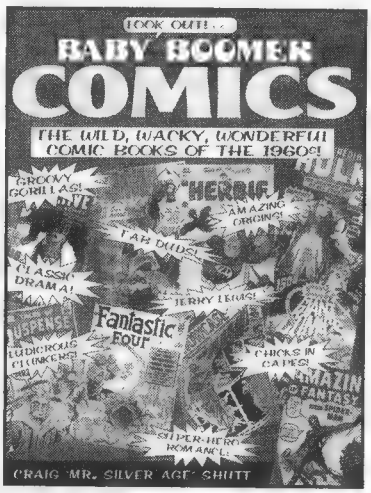

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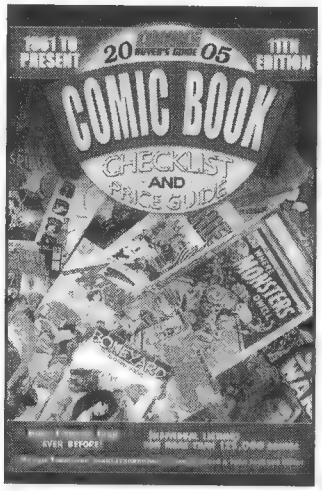

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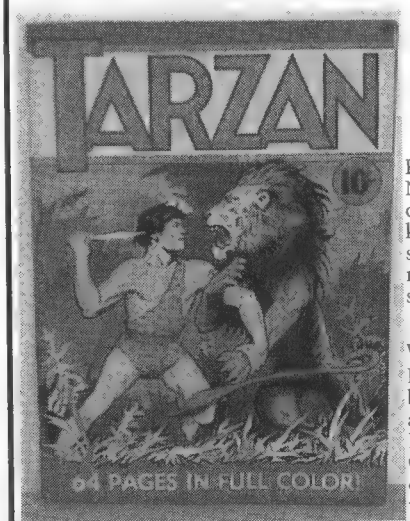

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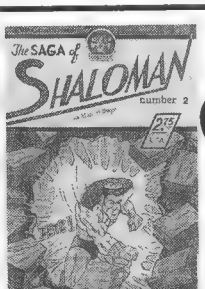

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Weird Secret Origins

DC

$5.95, color, 80 pgs., available now
Writers and artists: Various
reviewed by **Brent Frankenhoff** ★★★

While it looks like another of DC's "Replica Editions," which reprint Silver Age Annuals and 80-Page Giants, this one-shot, with its cover by Jerry Ordway, is an original collection of origin stories from the Golden and Silver Ages.

And what a collection it is! A sextet of secret origins including Congorilla, Enchantress, El Diablo, Animal Man, Doctor Fate, and The Spectre, plus a two-page feature on Metamorpho and four-pager on The Bizarros are reprinted here, virtually ad-free. DC does put in a few half-page house ads for various Archives and has a pair of full-page ads on the inside back cover and back cover. Quite a bargain for only $5.95.

The stories still hold up today for the most part and really show off DC's slightly more "out there" characters.

Editor → Collected Editions Bob Greenberger made a smart choice in putting this one-shot out on newsprint. It gives newer fans more of a sense of what the original 80-Page Giants were all about at a fraction of the cost. Slick paper for these stories would have been a waste.

www.dccomics.com

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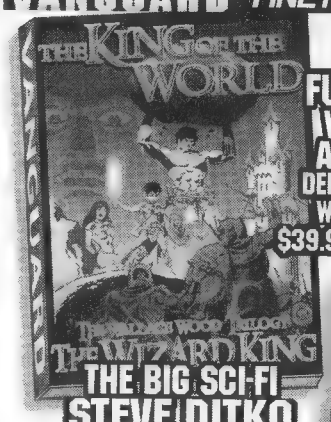

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Amazing Spider-Man #509-513

Marvel

$2.25@, color, 32 pgs.@, available now

Writer: J. Michael Straczynski; Artists: Mike Deodato Jr., José Pimentel

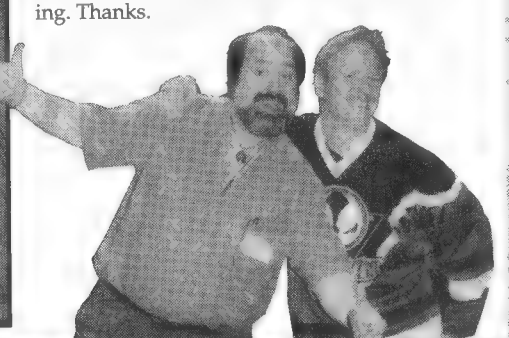
discussed by **Jim Johnson and John Petty**

Jim Johnson: Wow. It's hard to believe Straczynski's been on this book for more than three years now. Most people agree that his run's been pretty impressive; he's added a lot of new elements and brought in existing Marvel characters that typically aren't associated with the Spider-Man mythos. But this fanboy has always hoped that he would deal a little more with some of Spidey's traditional supporting cast, and, with this storyline, he finally does. It's not apparent at first, but, as it turns out, these two new characters who are gunning for The Web-Slinger have a surprising, if disturbing, connection to two well-known cast members. Nothing against Straczynski's previous storylines, but this is a welcome return to the Spideyverse we all know.

Petty: Count me out of those who "agree that his run's been pretty impressive." Self-important storylines that violate all existing continuity and go nowhere? Sorry, not for me. Dealing with the supporting cast is all well and good, but is it too much to ask that Straczynski actually *read* a Spider-title or two before inflicting this "shock-for-shock's sake" storyline on us? It's one thing to say, "Continuity be damned," it's another to totally disregard everything that happened before your own storyline. Am I really supposed to believe that Gwen Stacy, the love of Peter Parker's young life, just traipsed off to Europe and fell into bed with Norman Osborn and then had two children that no one knew anything about (except for party-girl Mary Jane, who has conveniently kept this secret all these years)? That's antithetical to every single Gwen Stacy story ever told, and we're just supposed to accept it? Bleh.

Johnson: Hey, don't forget Mary Jane also knew that Peter was Spider-Man years before she finally let him in on it, so she's already been well recognized as a warehouse of secrets in Peter's world. But establishing this untold connection between Osborn and Gwen, as creepy as it is, not only reinforces Osborn as a despicable lowlife during a more innocent era but also adds a new dimension to the reason behind Gwen's death. Nothing that's gone before has been ignored or invalidated; in fact, some of it has been strengthened. It's similar to the situation when Magneto, many years ago, was revealed to be the father of Quicksilver and The Scarlet Witch. It was a neat revelation that didn't hurt anything and eventually made for cool stories in *The Avengers* and *The X-Men*. Straczynski successfully toes the line between violating continuity and expanding it.

Petty: You're right in saying that the revelation of Wanda and Pietro's parentage didn't violate existing continuity. That was well done and well thought out. The revelation that Gwen Stacy was promiscuous, however, invalidates quite a bit. You're talking about a major revision to a major character here — and for no good reason. What's next: the revelation that Peter Parker was molested by Uncle Ben or that Aunt May is really Galactus in drag? Gwen's death was a consequence of her relationship with Peter. It was a comment on the price paid, not only by heroes, but also by those around them. Her death didn't need any more "meaning." This is a cheap shot that comes out of nowhere from a writer who seems too lazy to write within an established continuity. Far from being impressed with Straczynski, I'm actually about to drop *Amazing Spider-Man* from my monthly reading list after more than 30 years of obsessive collecting. Thanks.



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Russ Manning's Magnus Robot Fighter 4000 A.D.

Dark Horse

$49.95, color, 208 pgs., available now

Writer and artist: Russ Manning

reviewed by **James Mishler** ★★★★

These days, many people forget the amazing legacy of Gold Key comics, but some of the best tales and most interesting non-super-hero characters of the Silver Age came out of Gold Key titles. *Magnus Robot Fighter*, fortunately, was *not* forgotten and enjoyed a brief renaissance during the '90s. But the new comics, good as they may have been, can't compare to the work drawn by Russ Manning himself.

Raised from birth to defend humankind from evil robots, Magnus Robot Fighter protected the people of North Am in 4000 A.D. from diabolical robot plots, strange robot plagues, and the machinations of mere men who would use robots to conquer the world. It was a series ahead of its time in many ways. The stories still work well today, while old fans and new readers alike will enjoy the classic art style — though to a generation grown up on "Bots" and "Droids," the "Robs" of North Am may sound odd to the ear.

The price tag may be high, but it is worth every penny to get this sturdy, well-produced book with excellent reproductions, fantastic stories, and great art.

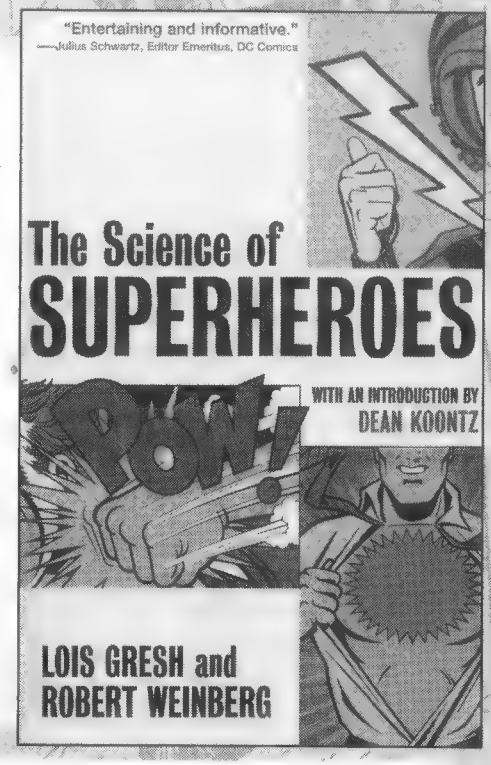
www.darkhorse.com

ISBN 1-59307-269-4

PICK OF THE MONTH TPB

The Science of Superheroes

John Wiley & Sons, Inc.
$15.95, 200 pgs., available now
Writers: Lois Gresh, Robert Weinberg
reviewed by **Patrick Daniel O'Neill** ★★★½



In this brief but entertaining volume, Lois Gresh and Robert Weinberg — who previously examined *The Computers of Star Trek* — turn their attention to the real science, if any, behind some of comics' most famed super-heroes. They take a look at the possibilities and probabilities of there actually being people with the powers of, among others, Superman, The Hulk, The Fantastic Four, Aquaman, Sub-Mariner, Spider-Man, The Flash, and The X-Men.

In several cases, notably The Hulk/Fantastic Four chapter on radiation effects, the examination becomes the scientific debunking of the fantastic elements of the comic-book stories. Flatly, Gresh and Weinberg tell us, radiation is going to kill you — not give you super-powers.

On the other hand, the chapter on undersea characters goes into some depth (sorry!) on the subject of recent advances in subsea exploration techniques, including a process called fluid breathing, in which experimental animals have managed to "breathe" through the intake of oxygen-saturated fluorocarbons.

This is a good book for anyone with an interest in the science that sometimes inspires (and sometimes obstructs) the writers of super-hero fiction.

www.wiley.com
ISBN 0-471-02460-0

The Scrounge Wuz Here

Candle Light Press
$13.95, b/w, 136 pgs., available now
Writer: Will Grant
Artist: Will Grant
reviewed by **Jim Johnson** ★

Grant's smart enough to realize that bathroom humor isn't always enough reason to buy a comic book, but instead of trying to legitimize things by creating a story around it, he simply serves it up in a more concentrated dose. After all, if a shot of whiskey is good, a bottle must be better; except, of course, for those who don't like whiskey.

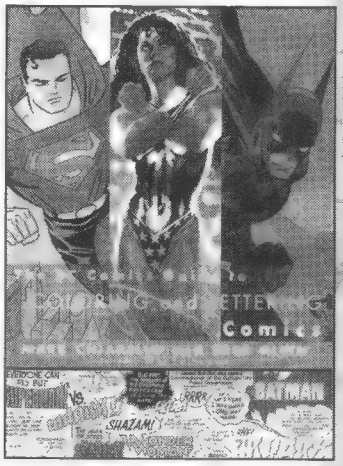
Every page is crammed with enough nose-picking, vomit-spewing "humor" to gag even the most juvenile minds. Highly detailed panels with word balloons crammed with tiny lettering don't help. After 20 pages or so, the stench is pretty overpowering; even the most die-hard fans of low-brow jokes will have to open a window after a while.

It's not quite the steaming pile of gross-outs like those found in books like Johnny Ryan's *Angry Youth Comix*, but the sheer magnitude of excrement-covered subject matter gives Ryan's book some solid competition. What the industry doesn't need are creators trying to out-gross each other. This one should be flushed.

www.candlelightpress.com

DC Comics Guide to Coloring and Lettering

Watson-Guptill
$19.95, color, 144 pgs., available now
Writers: Mark Chiarello, Todd Klein
reviewed by **Maggie Thompson** ★★★½



DC Editorial Art Director Mark Chiarello provides step-by-step guides to coloring, and Eisner, Harvey, and *CBG* Award-winner and master letterer Todd Klein does the same for lettering. Beginners, note: This is an in-depth guide for computer users who use professional software. After Chiarello provides a quick history of comic-book coloring (complete with the 124-color palette of the 1970s), he dives into today's computer coloring, suggesting both tricks (change the color file to grayscale to see whether values are too monotonous) and basics (read the entire story before starting). Moreover, he addresses industry standards (publishers want Mac files, Adobe's *Photoshop* is the coloring software, CMYK is the mode, and CDs are a common way to get art files to the publisher) and preferences (he recommends WACOM graphic tablets). Letterer Todd Klein provides basics (you'll need "patience and lots of practice") and detailed, step-by-step, instructions for both hand lettering and computer font design. It loses half a star for providing less support for PC users; footnoting for them at some points would have upped it to four stars.

www.wgpub.com
ISBN 0-8230-1030-9

Vespers

Now

$14.95, b/w, 136 pgs., available now
Writer and artist: Tony C. Caputo
reviewed by **Brett Weiss** ★★

An ambitious project that is bold in concept, yet muddled in execution, *Vespers* is an epic tale centered around a 12-step program for beings who are blessed (and in some cases cursed) with special abilities and powers. The support group, which consists of a hot rock star (a girl named Vesper), a Navy Seal, a vampire, and other eclectic characters, must battle their own personal demons. As fate would have it, the battling brigade must also engage in spiritual (as well as physical) warfare against demons that feed on fear and other negative emotions.

Vespers gets off to a rocky start by introducing the key players during a raucous rock concert at a dance club, making it hard to get a firm grasp on who is who and what is what. Subsequent chapters smooth things out a bit, and themes of faith are explored in a sincere (and sometimes spectacular) manner. However, this graphic novel is nevertheless a chore to read, thanks to excessive verbiage and confused storytelling.

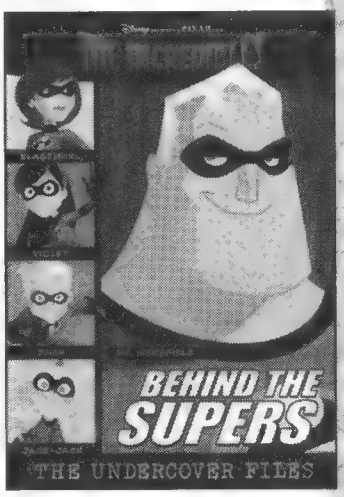
Competent art, cool premise, but mired in flaws.

www.nowcomics.com

Behind the Supers: The Undercover Files

Random House

$6.99, color, 32 pgs., available now
Writer: Jim Fanning
Artist: Disney Storybook Artists
reviewed by **Jack Abramowitz** ★★★



Behind the Supers is more of a secret file than DC's *Secret Files* ever were! The book is gussied up like a government dossier on everybody's favorite undercover supers, The Incredibles. Each page includes apparent newspaper clippings or Post-its with handwritten notes such as "Who leaked all this info?" (Occasional government-agent donut crumbs also grace a few pages.)

The reader might be concerned that such a book might spoil the movie (as if you haven't seen it by now!). Fear not: *CBG*'s trademark ***spoiler warnings*** are nowhere in sight. This book will familiarize readers with the characters and the world in which they live, but will not divulge crucial plot info. Oh, sure, we get the general idea that The Incredibles come out of hiding to save the world again, but that's nothing that couldn't have been gleaned from the trailer.

If there's any quibble, it's that, even though it's square bound, it's a little slim for the price tag. But it's a beautiful, colorful package that your kids (who are we kidding?) are bound to enjoy.

www.randomhouse.com/kids/disney
ISBN: 0-7364-2270-6

Superman: True Brit

DC

$24.95, color, 96 pgs., available now
Writers: Kim Johnson, John Cleese; Artists: John Byrne, Mark Farmer
reviewed by **James Mishler** ★★★

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"And good day to you, sir! How may I be of assistance?"

"Yes, well, I was walking down the street and had a sudden urge to peruse high-quality entertainment of the full-color graphic sort. Something with British wit, British art, and good, old-fashioned British super-heroes. Hardback, maybe."

"Beg pardon, sir?"

"Oooh … Oi'd loik me a comic-book, Oi would."

"Ah, yes, well, I'm afraid we're all out."

"Oh, dear. Well, then, perhaps something with an American hero, re-made, so to speak, to be of British extraction?"

"No, sorry, all out of that, too."

"Really. Something in soft cover, perhaps?"

"Nope."

"Digest, maybe?"

"Hmmm … No."

"Elseworlds graphic novels, he asked, expecting … ?"

"No, no, sir, nothing of the sort. I *do* have…"

"No! No, no, no … I am keen to guess. A mini-series, maybe?"

"Yes. I mean, no, no, sir, sorry."

"2000 AD? Vertigo? Perhaps a copy of *Monolith* sitting on a shelf somewhere?"

"Fresh out, sir."

"Ah. Well, then *Superman*. You must, indeed, have *Superman*, yes?"

"No, no, sir, I'm afraid not."

"What? No Superman? He is only the most popular super-hero character in the Free World, isn't he? No Superman? Well, this isn't much of a comic-book shop, then, is it?"

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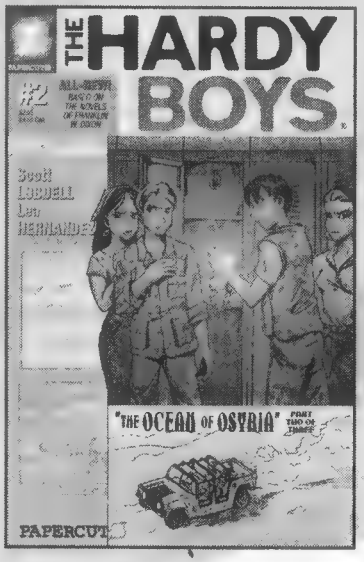

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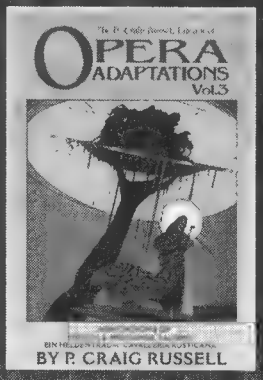

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Alex Raymond's Flash Gordon Vol. 1

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Writer and artist: Alex Raymond

reviewed by **Tim Lasiuta** ★★★½

The work of Alex Raymond has inspired thousands of cartoonists since the 1930s. As often as we read that, you never know exactly why until you read *Flash Gordon* Vol. 1. From the first strip, where we find Dale Arden (college student) and Flash Gordon (polo player) captured by Dr Zarkhov and exiled to space, the action never stops. Like the serials that inspired it, Flash Gordon fights his way into and out of trouble on Mongo, but with Dale never far from his thoughts.

The composition, narrative flow, art, and coloring of the first two years of *Gordon* was masterful. As fans read each Sunday, their admiration for Raymond's work will grow. You'll feel yourself wanting to pick up a pencil, and try to draw like Raymond. That must have been how many of the Golden Age artists felt.

But the real surprise was the Dec. 2, 1934, strip. Why? All I can say is airbrush — you'll have to read the book to find out.

www.checkerbpg.com

ISBN: 0-974664-3-x

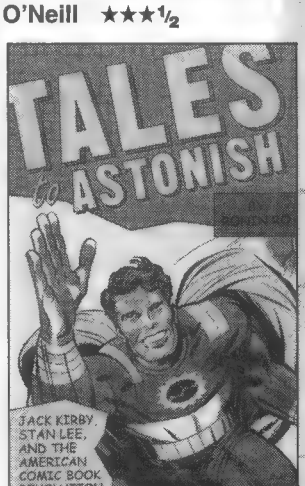
Tales to Astonish: Jack Kirby, Stan Lee, and the American Comic Book Revolution

Bloomsbury

$24.95, 296 pgs., available now

Writer: Ronin Ro

reviewed by **Patrick Daniel O'Neill** ★★★½



Ronin Ro, whose previous works have dealt with the rap and hip hop cultures, here takes on the history of the comic-book industry, as seen through the lives and careers of Jack Kirby and Stan Lee.

In large part, the book becomes a story of Kirby's bouts with the various comics publishers, most especially Marvel, because — despite apparent attempts to be even-handed — Ro clearly is of the "Kirby was the creative genius" camp in the long-running debate over who was most responsible for the early Marvel successes. He seems to feel that Lee's greatest contribution was showmanship more than anything else.

Part of that bias may come from the fact that Kirby's friends and associates were obviously more forthcoming in their recollections and opinions than were Lee's or those of anyone else connected with the two men. And, of course, the book is hampered by the passing of so many of the main participants in recent years.

Much of this history will be familiar to *CBG* readers — but there are some personal insights along the way that will be new to many and may make the book worthwhile even to long-time fans.

www.bloomsbury.com

ISBN 1-58234-345-4

The Best of Xero

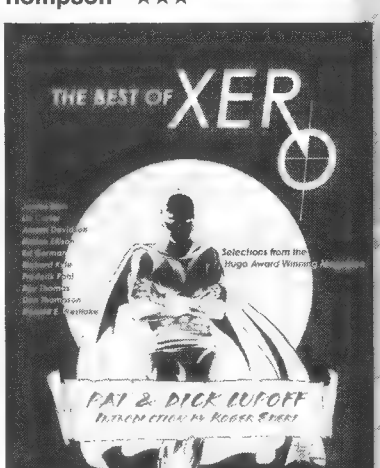
Tachyon

$29.95, b/w, 258 pgs., available now

Writers and artists: Various

Editors: Pat and Dick Lupoff

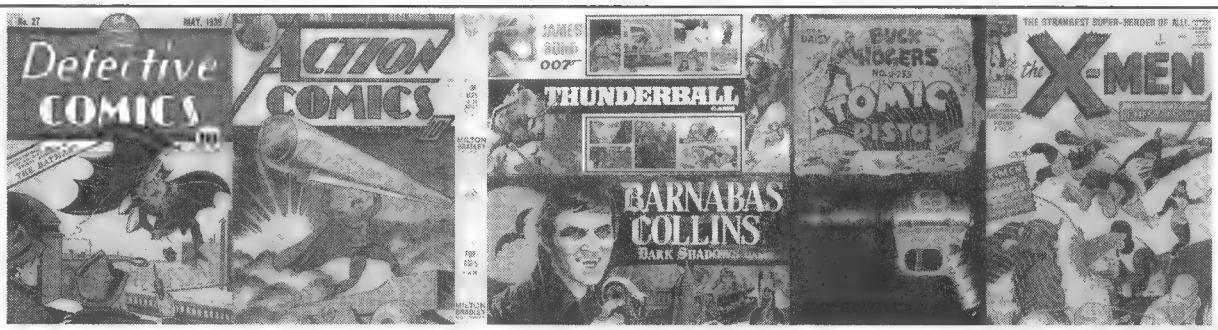
reviewed by **Maggie Thompson** ★★★



Xero was a science-fiction fanzine of such quality as to win the Hugo Award for best of the year in 1963. It was also one of the kick-offs for comics fandom, although comics fandom would have emerged without it. In any case, its Golden Age comics articles, appearing less than a decade after the inception of the Comics Code, demonstrated that research coupled with nostalgia and a way with words could excite adults' interests. But the *All in Color for a Dime* series wasn't the sole influence of an amateur magazine that was only circulated to a limited audience for less than five years. Roger Ebert, for one, was a subscriber. In the introduction, he writes, "It was in the virtual world of science fiction fandom that I started to learn to be a writer and a critic," and concludes, "Today fandom survives on the Web." Here are nostalgia, history, entertainment — in the form of material from such contributors as James Blish, Lin Carter, Avram Davidson, Harlan Ellison, Frederik Pohl, Steve Stiles, Roy Thomas, Don Thompson, and Donald E. Westlake. Pricey but excellent.

www.tachyonpublications.com

ISBN 1-892391-11-2



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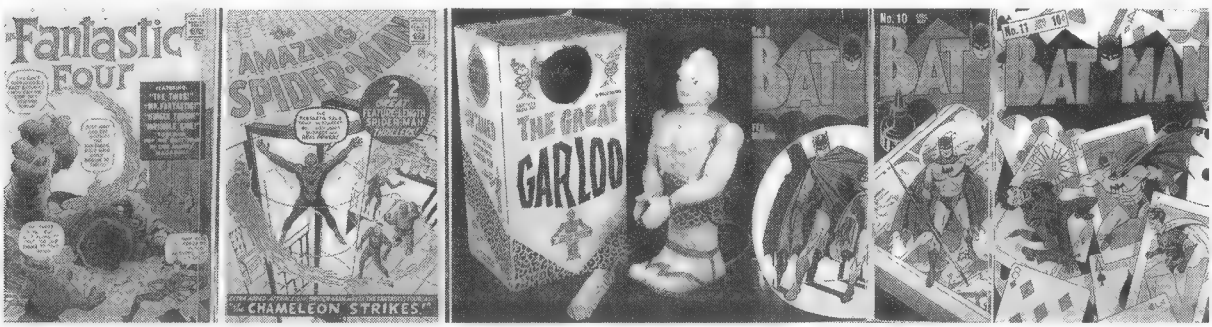


Wally Wood's M.A.R.S. Patrol Total War

Dark Horse

$12.95, color, 112 pgs., available now
Writers and artists: Wally Wood with Tony Coleman and Dan Adkins
reviewed by **James Mishler** ★★★

Military-adventure comics were popular during the '50s and '60s, as were tales of weird science and science fiction. Leave it to one of the greatest artists of the era to mix the two genres, with Wally Wood's *M.A.R.S. Patrol Total War*. Introduced the year after Hasbro released its G.I. Joe, *M.A.R.S. Patrol* featured a team of cross-trained all-American fighting men: Sgt. Joe Striker (African-American ranger and demolitionist in a red uniform), Corporal Russ Stacey (tank expert in a blue uniform), Sgt. Ken Hiro (Japanese-American frogman in a green uniform), and Lt. Cy Adams (combat pilot in a yellow uniform).

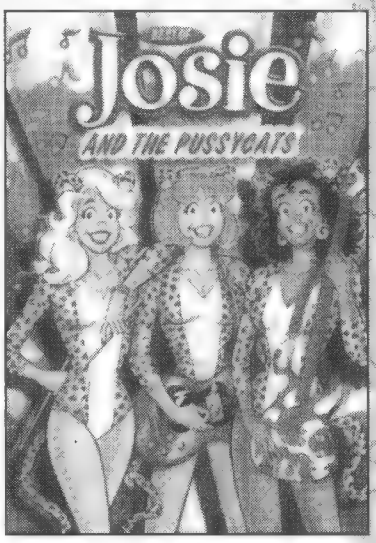
These four men, from different branches of the military trained as a single unit, fought together against the nameless, mysterious invading armies who were overran much of the United States in the first three issues featured in this collection. A real treat for modern readers, it shows a combination of gung-ho all-American teamwork and brutal, nonstop war all fabulously illustrated by Wood. It's amazing that this series has remained "lost" for so many years. If you like *G.I. Joe*, this is a must-have. But be warned — the later issues are not yet collected and are not cheap!

www.darkhorse.com
ISBN 1-59307-262-7

Best of Josie and the Pussycats Vol. 1

Archie

$10.95, color, 96 pgs., available now
Writers and artists: Various
reviewed by **Tim Lasiuta** ★★★



Josie and the Pussycats were always on the "edge" of the Archie envelope. Still wholesome and entertaining, yet the mere idea of a girl group was somehow different. Sure, the previous generation had The Andrew Sisters, but the kids of the 1960s and '70s didn't have that. But the Pussycats were original and inspired a whole new type of band.

The *Best of Josie* presents the watershed moments in the group's history. The first appearance of Alex Cabot III, the first appearance of Valerie Smith, Joseph Barbera, and William Hanna, the "balloon ride," haunted houses and even a tale of jealousy fill this volume.

With all of their success though as a "band," and the amount of fan mail they apparently received, why do they live at home still? Where are the crowds of adoring fans? (Reading this book I would guess.)

From the new cover by Rex W Lindsey to the great artwork and fun stories inside, this book will make readers wanna sing.

www.archiecomics.com
ISBN: 1-879794-07-1

The Life Eaters

DC/WildStorm

$19.95, color, 144 pgs., available now
Writer: David Brin; Artist Scott Hampton
reviewed by **Jack Abramowitz** ★★★

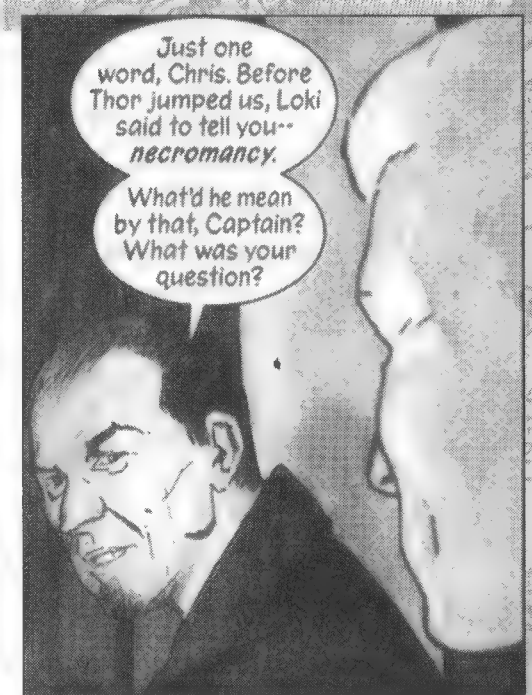
The first part of this graphic novel is based on Brin's prose novella "Thor Meets Captain America." (Wonder why DC changed the title?) The other two portions read like so many sequels.

They're not bad, but sequels rarely match the impact of the original. *Escape from the Planet of the Apes* is a fine diversion, but nothing in the Apes franchise comes close to Charlton Heston down in the sand at the end of the first movie, screaming that the maniacs blew it all up. Similarly, Brin's climax comes at the end of Act I. Subsequent chapters, no matter how well-crafted, can't approach what he accomplishes there.

The World War II Nazi/Aesir connection has been made many times before. Comics fans can find it in *The Invaders* and in the origin of the JSA, among other places. Brin does something with it that hasn't been done before. Suffice it to say, he gives a motivation for The Holocaust, at least in one universe.

Art-wise, Hampton's paintings perfectly capture the mood Brin sets out to capture.

www.dccomics.com
ISBN: 1-4012-0099-0



Domino Lady: The Complete Collection

Vanguard Productions

$29.95 HC, $49.95 slipcased signed HC, b/w and color, 112 pgs. HC, 128 pgs. special edition, available now
Writer: Lars Anderson; Artists: Jim Steranko and others
reviewed by **Maggie Thompson** ★★★½

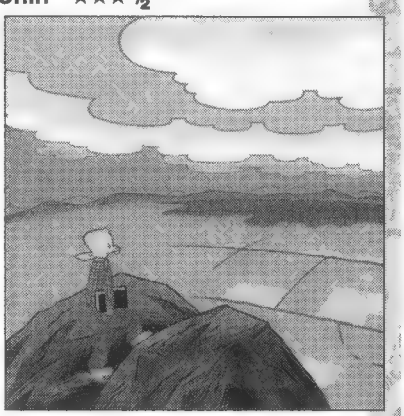
Ellen Patrick, aka The Domino Lady, will evoke little recognition today, even from many pulp-magazine buffs. The shapely blonde went into over-the-top action in 1936's *Saucy Romantic Adventures* and *Mystery Adventure Magazine* garbed in an evening gown but "disguised" by her domino mask. Some comics readers will guess at a possible inspiration for Marvel's Golden Age "The Blonde Phantom" a decade later: She'd quickly change from street clothes into evening gown (with DL showing "her perfect back and kissable shoulders") and black mask when she went to seek vengeance and/or justice. (The Blonde Phantom had a longer career than The Domino Lady, but comics have more pictures per adventure.) Aside from the unfortunate choice of a sans-serif typeface (which makes the text harder than necessary to read), this collection is a terrific view of a comics precursor. The volume is lovingly produced, well researched (by Bernard A. Drew and Will Murray), and gorgeously illustrated (with both original pulp art and Steranko's delicious interpretations) with the bonus of a new origin by Steranko. The silver-slipcased edition is a thing of beauty, complete with Steranko's art in striking color.

www.creativemix.com/vanguard
112-pg. HC ISBN 1-887591-69-9
128-pg. HC ISBN 1-887591-70-2

American Elf: The Collected Sketchbook Diaries

Top Shelf

$29.95, b/w and color, 520 pgs., available now
Writer and artist: James Kochalka
reviewed by **Oliver Chin** ★★★½



It's not often comics reach the size of the phone book. But, then again, it's not common that an artist compiles five years of daily strips that chronicle the mundane and profane acts of his life. The title says it all, except that the toothy bunny-man represents the elfin author. Each group of four black-and-white squares is a snapshot in time. Together, they become frames of a film that depicts a man trying to figure out who he is, what he's about, and where he's going.

At a certain level, the subject of each day is nothing special: spats with pets, creative blocks, and insignificant chores. But what separates Kochalka from the rest of the schlubs out there is the fact that he puts pen to paper, and these observances become testaments to his evolving introspection and willingness to record any aspect of his personality.

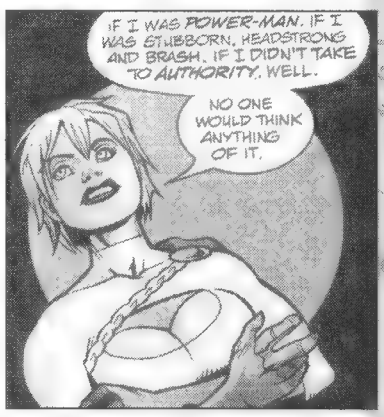
Unlike other obsessive artistes, Kochalka uses his neuroses as a foil against his preternatural optimism, just as his simple brush strokes belie a nuanced perspective on the vagaries of love, career, and existence.

www.topshelfcomix.com
ISBN: 1-891830-49-X

JSA Vol. 6: Savage Times

DC

$14.95, color, 168 pgs., available now
Writers: Geoff Johns, David Goyer; Artists: Leonard Kirk, Patrick Gleason
reviewed by **S.A. Bennett** ★★★



It's a little strange that the highlight of this JSA collection is essentially a solo Power Girl story, but "Power Crush" definitely is it. In it Power Girl gets to demonstrate, while smacking around a low-class thug who insists on calling himself "Da'Bomb" that it's her relentless self-confidence that differentiates her from the better known Supergirl, not her physique. (Although Patrick Gleason certainly does a fine job of making her extreme zaftig musculature attractive when it could easily become grotesque.)

The other stories mostly have the thin connecting tissue of time travel; first a villain from the future unintentionally causes the contemporary Mr. Terrific to team up with the Golden Age original, giving both characters a chance in the spotlight. Then the entire cast gets sent back to ancient Egypt in a storyline that gives us the opportunity to look in on some extremely long-lived members of the DC universe during their early years. Here's yet further proof that *JSA* is still the best traditional super-hero team book being published today.

www.dccomics.com
ISBN: 1-40120-253-5

Sentinel Vol. 2

Marvel

$7.99, color, 144 pgs., available now
Writer: Sean McKeever; Artist: Udon Studios
reviewed by **S.A. Bennett** ★★★

Sentinel never got as much critical attention as *Runaways* did, which is a shame, seeing as it did an even better job of combining manga themes with Western storytelling with its strictly unsentimental indie movie take (imagine *The Iron Giant* crossed with *Bully*) on the theme of a boy and his giant robot.

In Vol. 1, put-upon high-schooler Juston used the damaged Sentinel he found to make himself a hero in the eyes of his community while providing payback to a couple bullies.

Theoretically he should be on top of the world, except guilt and shame over his scheme has started to get him, so he tries for redemption by bringing his Sentinel to the aid of survivors of a downed passenger plane while the giant robot's being pursued by government agents.

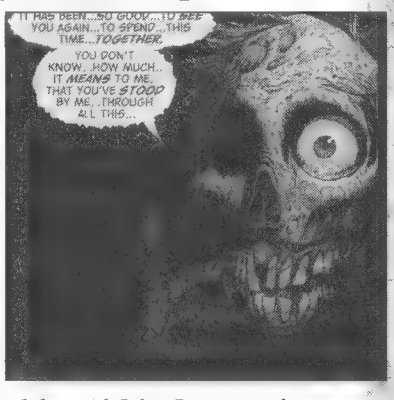
Hopefully this volume will sell well enough so there will be a third one, as McKeever actually came up with a solid reason why Juston, in spite of everything he's gone through, would want to use his Sentinel again.

www.marvel.com
ISBN: 0-78511-368-1

Swamp Thing: Bad Seed

DC/Vertigo

$9.95, color, 144 pgs., available now
Writer: Andy Diggle; Artist: Enrique Breccia
reviewed by **Timothy J. Wood** ★★½



One of the most intriguing aspects of *Swamp Thing* and its numerous permutations over the years has been that nothing is ever what it seems. Writer Andy Diggle digs up an aspect of Alan Moore's story by literally resurrecting the physical body of Dr. Alec Holland and pairing the dessicated doc with John Constatine for a road trip to reunite the monster and the man. Swamp Thing is no longer just The Lord of the Green, but has become a fusion of all of the elements and faces his own challenge from none other than his daughter, Tefé, out for revenge and under the spell of Sargon.

Diggle presents a Swamp Thing that's as elemental as can be. It's safe to say that this is not your father's Swamp Thing. Enrique Breccia comes up with inventive permutations of the elemental, harkening back to some of Steve Bissette's best work on the series.

www.vertigocomics.com
ISBN 1-40120-421-X

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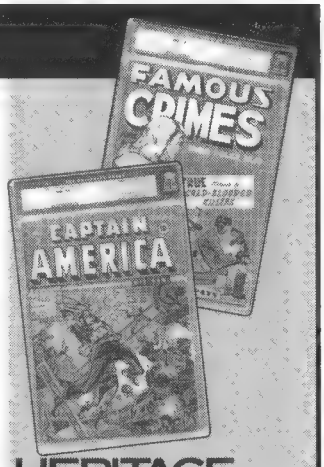

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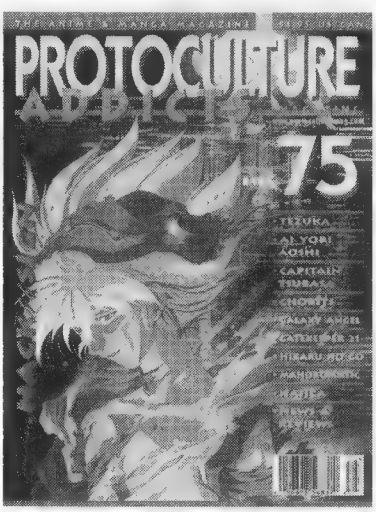
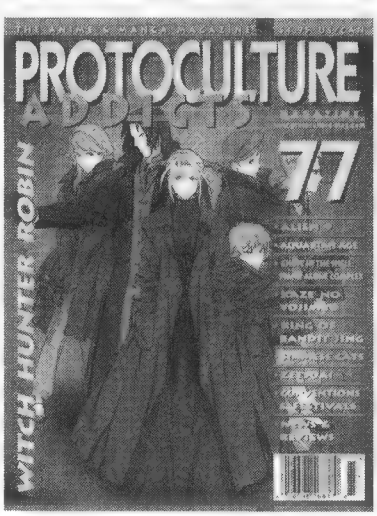
Protoculture Addicts Returns

by **FRED PATTEN**





This month's article was going to be a history of the anime specialty press in America, when the news arrived that *Protoculture Addicts*, a fan-favorite anime magazine which looked for a while last year as though it had ceased publication (there had not been an issue since mid-Summer), is "rising from the grave" with a January 2005 relaunch. So here is a focus on *Protoculture Addicts* for the occasion.

To provide some brief background, anime magazines *in English* were a goal for fans ever since Japan's earliest anime professional magazine, *Animage*, appeared in July 1978. The first American anime specialty magazines appeared during the 1980s, but most did not last long. A profile of such now-forgotten titles as *Anime-Zine*, *Animag*, *Animenominous!*, *V-MAX* and others will appear next month. Viz' professionally edited and published *Animerica* appeared with a test-issue #0 in November 1992 and began regular monthly publication in March 1993. *Animerica* is today often called America's oldest anime magazine.

It is more accurate to call *Animerica* the United States' oldest anime magazine. Canada's *Protoculture Addicts* (*http://www.protoculture.ca*) began in spring 1988. It was actually started the year before by three fans in the anime club at the University of Montreal: Claude Pelletier, Michel Gareau, and Alain Dubreuil. They were enthusiasts of *Robotech* in particular, so they loaded their first fanzine, in November 1987, with articles about *Robotech*. Too much, as *PA*'s Publisher and Editor in Chief Claude J. Pelletier told ***CBG***. "At first, we were just a bunch of kids having fun," he said. "But we quickly lost our innocence and were forced to make the magazine more professional. After our first issue (#0), we were contacted by lawyers from Harmony Gold who threatened to sue us for copyright infringement. We really felt like babies having their lollipop stolen. Anyway, it was agreed that we could continue publication as the *official Robotech* fanzine with the payment of a $2,000 per year license (which is a lot considering that we were just a

AMERICA'S OLDEST ANIME MAGAZINE GAINS NEW LIFE

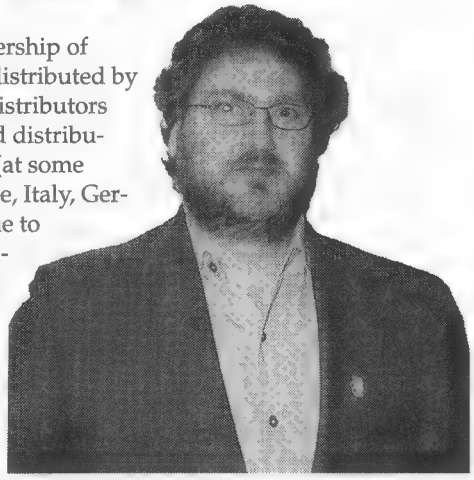
bunch of kids in college). In Spring 1988, we reprinted the first issue, with a few more articles, as the Official *Robotech* Fanzine. Now the magazine needed to make at least some money to cover the licensing fee, so with #2 (with the help of local comics shop owners) we sought a larger distribution and, for that, we got a color cover."

Protoculture Addicts #10, December 1990, was the title's last issue as a strictly *Robotech* fanzine. There was general agreement that it had said about all there was to say about *Robotech*. Also, "the *Robotech* license was a burden that we gladly left behind; however, it was agreed that we could keep the name *Protoculture Addicts*," Pelletier said. "I have always felt that 'protoculture' had the anthropological meaning of 'culture in the making' which could easily be applied to the entire anime phenomenon."

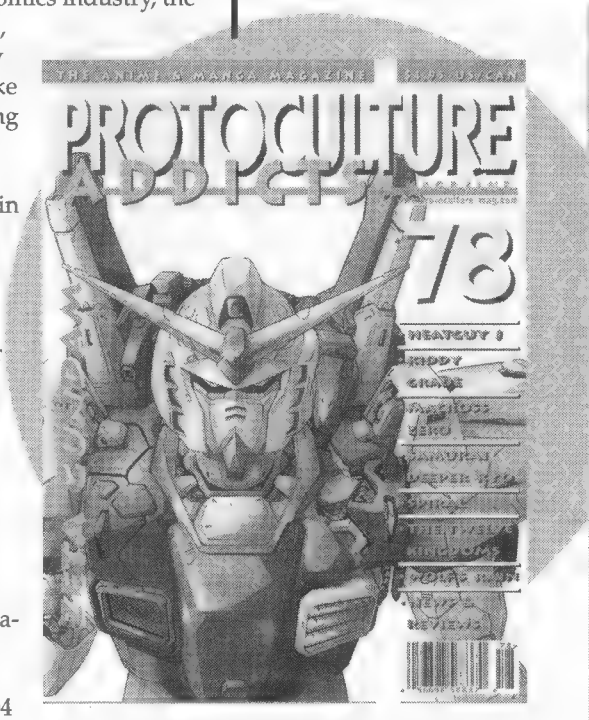
Another reason for the change was that the three finished their college work. The other two were ready to begin more "serious" professional careers, as Pelletier put it. But magazine and book publishing was his desired career. He found new associates and set up a professional office to publish *PA* and other books and magazines, mostly in the gaming field. "We published dozens of alternate reality adventure books for R. Talsorian Games' *Cyberpunk* and *Mekton*, and produced three *Macross II* sourcebooks for Palladium." In 1995 the team split up. Most of the others took the gaming publications, "and I kept *Protoculture* for the anime and manga-related stuff," he said.

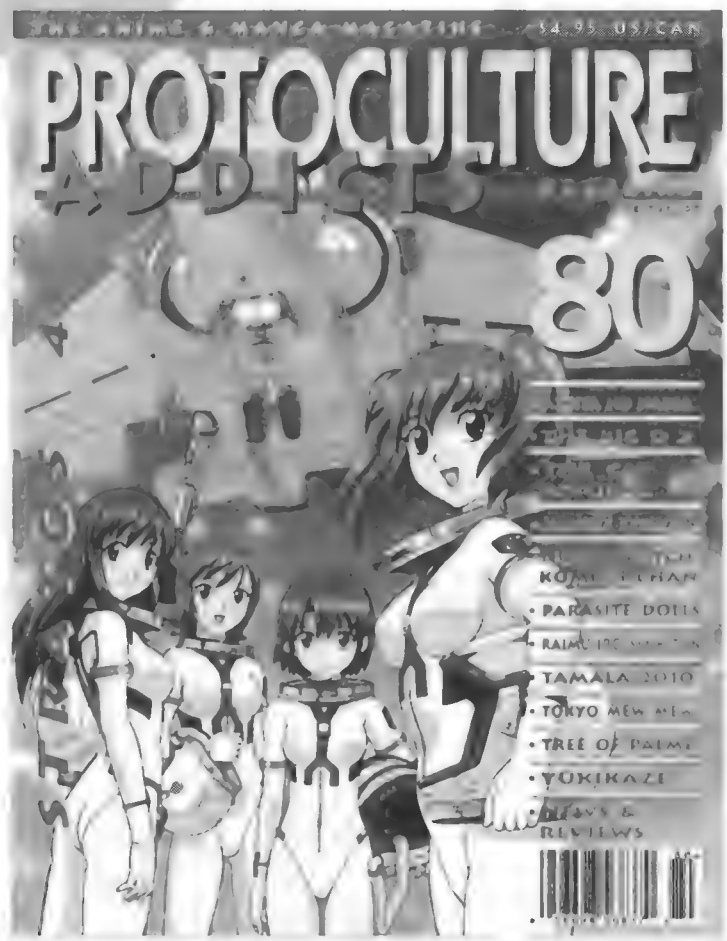
By then *PA* was a fully-professional bimonthly magazine with a color cover, 56 pages on high-quality paper, and in-depth news and reviews of not only current anime and manga but lesser-known but significant titles which other more popularly oriented anime magazines were ignoring. *PA* also began to include photo coverage of two or three anime fan conventions per issue, as well as reporting on the live-action Asiatic fantasy films appearing at the Montreal World Film Festival and the Fant-Asia Film Festival. By 2003 the magazine had expanded to 72 pages. Not bad for a staff of only three full-time employees; Pelletier, his wife Miyako Matsuda, and editor Martin Ouellette.

"By issue #30," Pelletier goes on, "*PA* had quickly reached a readership of about 10,000 and was distributed by all major comic-book distributors in the U.S. We even had distributors in other countries (at some times, in Mexico, France, Italy, Germany, and England, due to the fact that we were also publishing gaming books). We were indeed available in most anime and comics specialty shops (for many of those stores we were and are still distributing directly). However, at that point, we didn't have the means to push further. We had no advertising budget, and the team was tied up with production and had no time left for promotion. We are still distributed in anime specialty stores and in most comic-book stores through the main comics distributors. However, with the quasi-collapse of the gaming and comics industry, the lack of promotion, the slow economy created in the wake of Sept. 11 (a strong Canadian dollar and a slight anti-Canadian feeling in the U.S. were also hurting us) and a stronger competition generated by *Newtype USA*, our sales started to slowly decline. That's why I took some time off to ponder on the future of the magazine and considered moving to a web-based publication." Issue #80 was dated January/February 2004 and #81 cut back to quarterly, Summer 2004; an ominous sign.



Protoculture Addicts *Editor in Chief Claude Pelletier will continue in that position on the newly revived magazine.*





Fortunately, Anime News Network stepped in at that point. ANN (*www.animenewsnetwork.com*) was created in July 1998 and it has become one of the leading online anime news and review sites. Its FAQ page says, "We get a bit over 17,000 visits every day. It's hard to estimate how many people visit regularly (at least once per week), but if we had to venture a guess, it would be about 40,000 people."

In mid-September, it was announced at Denver's Nan Desu Kan 8 annual anime convention, that Anime News Network and *Protoculture Addicts* would work together and the next issue of *Protoculture Addicts* would be released in January 2005.

"Anime News Network has always wanted to publish a print companion to the website, and rather than start with a blank slate, we felt that it would be better to partner with an existing magazine," said Anime News Network Editor in Chief Christopher Macdonald. "*Protoculture Addicts* is the perfect choice for us. It is more in tune with our mentality of putting information first, than any other magazine in the industry.

"*Protoculture Addicts* has been around for 17 years. For many of us it was the first anime magazine we ever bought. It's a magazine that adult anime fans can look to without feeling

Shipping in January: Anime

The following information is taken from publisher and distributor solicitations and is as accurate as possible at press time

A.D.V. Films

Jan 11 *Burn Up* $24 98
Jan 11 *Chrono Crusade*, Vol 3, *The World, the Flesh & the Devil* $29 98
Jan 11 *Moeyo Ken* $29 98
Jan 11 *The Super Milk-chan Show*, Vol 4, *Milk & Kookies* $29 98
Jan 18 *Saiyuki Requiem* $29 98
Jan 18 *Wandaba Style*, Vol 1, *Rocket to Stardom!* $29 98
Jan, 25 *Burn Up Excess*, Vol 1, *To Serve & Protect!* $19 98
Jan, 25 *Debutante Detective Corps* $12 98
Jan, 25 *Galaxy Fraulein Yuna* $24 98
Jan, 25 *Kimagure Orange Road: Summer's Beginning* $24 98
Jan, 25 *MAPS* $29 98
Jan, 25 *Martian Successor Nadesico: Essential Anime 3* $19 98
Jan, 25 *Princess Tutu*, Vol 1, *Marchen* $29 98
Jan, 25 *Slayers: Book of Spells: Essential Anime 2* $19 98

Anime Crash

Jan 11 *Geisters: Fractions of the Earth*, Vol 3 $29 99

Bandai Entertainment

Jan 4 *Angel Tales*, Vol 4, *Sweet New Life* $29 98
Jan 4 *Dragon Drive*, Vol 5, *Friends in Need* $29 98
Jan 4 *Galaxy Angel Z*, Vol 2, *Galaxy-Size Combo* $29 98
Jan 4 *Gundam SEED*, Vol 6, *Momentary Silence* $29 98
Jan 4 *Gundam SEED*, Vol 7, *Suspicious Motives* $29 98
Jan 4 *Kaze no Yojimbo*, Vol 6, *Unveiled Mystery* $29 98
Jan 4 *Please Twins*, Vol 2, *Sibling Rivalry* $29 98
Jan 4 *SD Gundam*, Vol 9, *Last Hope for Victory!* $19 98
Jan 4 *Wolf's Rain*, Vol 5, *War for the Soul* $29 98

Central Park Media

Jan 11 *Black Jack: Mutation* (U S Manga Corps) $19 99
Jan 11 *Time Bokan* (U S Manga Corps) $19 99
Jan 18 *Garzey's Wing* (U S Manga Corps) $9 99
Jan 18 *Harmagedon* 20th Anniversary Collector's Series Edition (U S Manga Corps) $9 99
Jan 18 *Silent Service* (U S Manga Corps) $9 99
Jan 18 *They Were Eleven* (U S Manga Corps) $9 99
Jan 18 *Tokyo Babylon* (U S Manga Corps) $9 99
Jan 18 *Voltage Fighter Gowcaizer* (U S Manga Corps) $9 99
Jan 18 *Wild Cardz* (U S Manga Corps) $9 99

FUNimation

Jan 11 *Beyblade Season 3*, Vol 5, *Picking Up The Pieces* (DVD dubbed only) $12 98 (VHS dubbed only) $9 98
Jan 11 *Case Closed - Season 4*, Vol 4, *Broken Dreams* $19 98
Jan 18 *Shaman King*, Vol 3, *Pai-Long-Attacks!* $19 98

like they're reading something written for 12-year-olds."

Pelletier will remain editor in chief of PA and has gained a larger staff with the resources of Anime News Network at his disposal. "With a stronger production team and new ideas, I really believe that there is no limit to what *Protoculture Addicts* will be able to achieve," he said. "Not only will the magazine be able to become an even better guide to anime culture, but it will also allow us to realize many other publication projects that we never had time to work on before."

To those fans who only shop at video store newsstands or the magazine stands in such major bookstores as Barnes & Noble or Borders, it looks like there are only three anime magazines: *Animerica*, *Anime Insider*, and *Newtype USA*. *Protoculture Addicts* has been a "secret" known only to the customers of anime- and comics-specialty shops. It is not as thick as its competitors, nor does it appear as frequently. But its coverage has a more mature tone of critical objectivity. Its anime reviews feel like authentic critiques rather than thinly disguised enthusiastic press releases. It gives us something that the other anime magazines do not, so it would be a shame if North America's longest-running anime magazine were to disappear. Thanks to Anime News Network, *Protoculture Addicts* will remain with us for some time to come.

Jan. 18 *Yu-Gi-Oh!*, Vol. 3, $19.98
Jan. 25 *Sonic X*, Vol. 5, *Sonic Scream Test* (DVD) $16.98, (VHS) $12.98

Geneon Entertainment

Jan. 4 *Gate Keepers (Signature Series)*, Vol. 7, *The Shadow!* $19.98
Jan. 4 *Hanaukyo Maid Team La Verite*, Vol. 1, *How Do You Do, Master?* $29.98, with collector's box $39.98
Jan. 4 *Ikki Tousen*, Vol. 3, *Water Wars* $29 98
Jan. 4 *Sailor Moon Super S (Signature Series)*, Vol. 6 $19.98
Jan. 4 *Star Ocean EX*, Vol 1, *The Inception* $29.98, with collector's box $39.98
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Jan. 11 *Dokkoida!?*, Vol. 3, *The Lost Action Hero* $29 98
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Jan. 11 *Lupin the 3rd*, Vol. 9, *Scent of Murder* $24.98, with toy car & Fujiko figure $34 98
Jan. 11 *Paranoia Agent*, Vol. 2, *True Believers* $29.98
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Jan. 18 *Burn-Up Scramble*, Vol. B, *Babes Battle Bandits!* $24.98
Jan. 18 *Cybuster*, Vol. 2, *The Battle in the Sea of Trees* $24.98
Jan. 18 *Gregory Horror Show*, Vol. 3, *The Nightmare Train* $24.98
Jan. 18 *Gungrave*, Vol. 4, *Die Trying* $29.98

Manga Entertainment

Jan. 11 *Ghost in the Shell* Special Edition $34.98
Jan. 25 *Ghost in the Shell: Stand Alone Complex*, Vol. 4 Special Edition $24.98, Limited Edition $49.98

Media Blasters

Jan. 11 *Angel* movie 1: *I'll Be Your First* (Kitty Media) $29.95 adult
Jan. 11 *Seven of Seven*, Vol. 4, *Heartbreak by the Numbers* (AnimeWorks) $29 95
Jan. 25 *Figure 17* Complete Boxed Set (AnimeWorks) $69.95
Jan. 25 *The Letch* (Kitty Media) $29.95 adult
Jan. 25 *Shura no Toki: Age of Chaos*, Vol. 2 (AnimeWorks) $29.95

Tokyopop

Jan. 25 *Marmalade Boy Ultimate Scrapbook*, Vol. 3 $99.99

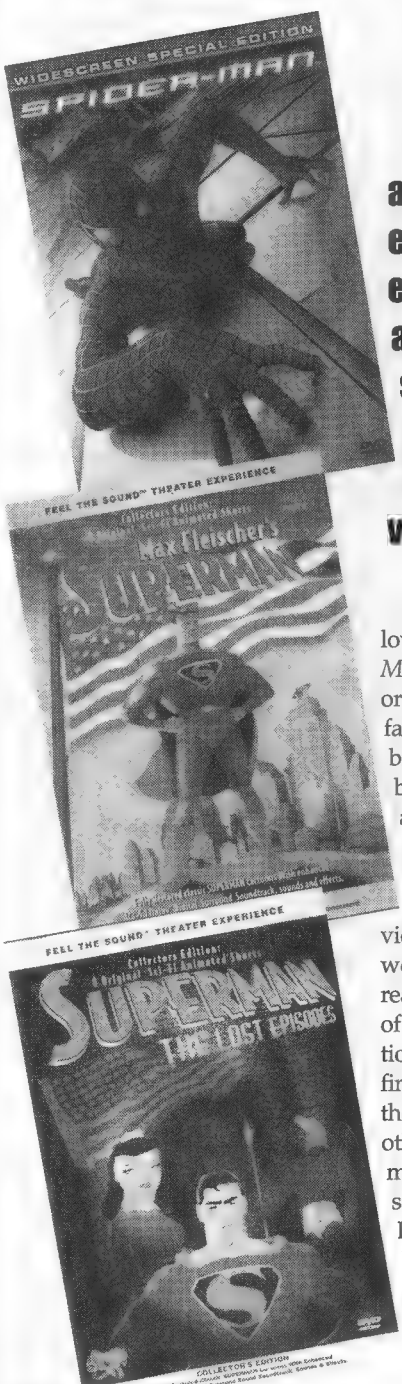
Viz

Jan. 12 *Boys Over Flowers*, Vol. 9, *Lovers On the Run* $24.98
Jan. 12 *Project ARMS*, Vol. 12, *Survival of the Fittest* $24.98
Jan. 26 *Flame of Recca*, Vol. 2, *Secrets of the Hokage* $24.98
Jan. 26 *Pokemon Advanced*, Vol. 7, *Abandon Ship* (DVD dubbed only) $14.98, (VHS dubbed) $9 98
Jan. 26 *Pokémon Advanced*, Vol. 8 *Jump for Joy* (DVD dubbed only) $14.98, (VHS dubbed) $9 98
Jan. 26 *Zoids: Chaotic Century*, Vol. 6, *Beast* $14.98

Give the gift of super-heroes!

A guide to super-hero cartoon gift giving

by JAMES MISHLER



Of all forms of media, the DVD may be the most easily accessible and most readily enjoyed. Face it: It's not easy to convince your friends, parents, or, sometimes, even your children that comic books are worth the time and effort to read. But give them something easy to consume, give them something that requires no effort on their part except sitting, watching, and enjoying, and you might — just *might* — be able to make a new convert to comic-book fandom.

Your parents don't understand your love of Spider-Man? Buy them the *Spider-Man* DVD (Standard Retail Price $19.95) or *Spider-Man 2* (SRP $19.95) or one of the fancier *Spider-Man* DVD sets. Does your brother mock you for reading that comic book with men in tights, *JLA*? Buy him a *Justice League* DVD (many at SRP $19.97), sit back, and wait for him to ask to borrow your comic books.

Comic-book-based DVDs and videos of comics in animated form also work well as gifts for someone who is already a comic-book fan. Of course, many of these folks already have a solid collection of the most current products. So to find something cool and different for them, you may have to find something other than what is available at your local mega-store. Since not all of the good stuff from yesteryear is available on DVD, some listings below include only VHS offerings, which may only be available from such sites as eBay.

The granddaddy of them all, the classic Max and Dave Fleisher *Superman* cartoon shorts (1941-43) were the first in a long line of super-hero cartoons. The look and action as depicted in the series set the tone for generations of animators, television directors, and even movie producers, from the subsequent *The Adventures of Superman* television series of the '50s to the modern retro-pulp movie *Sky Captain and the World of Tomorrow*. The series has been released in various formats over the decades, most recently collected in two DVD sets, one with the nine Fleisher cartoons and the other with the eight Famous Studios cartoons. The complete collection is also available in a single DVD, *The Complete Superman Cartoons — Diamond Anniversary Edition* (SRP $9.99), which includes an additional Fleisher short and other extras. Beware of other releases (notably *Superman vs. Monsters & Villains* and *Superman vs. Nature & War*), which added new sound effects and were made from unrestored prints. Earlier VHS editions, now available in bargain bins everywhere, were even

worse, with scratches, tears, and other film and sound problems common and all too evident.

The Marvel Superheroes Show (1966) is simultaneously regarded by different audiences as the best and the worst cartoon series ever. The animation, compared to the work of the Fleishers more than 20 years prior, was poor — often, "animators" simply used stop-motion cutouts from comic books. But the show had soul, in that Mighty Marvel Tradition — and it featured the Mighty Thor, The Incredible Hulk, Iron Man, Captain America, and Sub-Mariner, plus tons of other classic Marvel heroes and villains. Prism Entertainment collected the series in the 24-volume *Marvel Comics Video Library* in the '80s. All the tapes are quite collectible, since they are long out of print, and most of these episodes have not been re-released in any format. However, with *The '67 Collection* being released for *Spider-Man*, Marvel aggressively pursuing licensing, and a strong retro fad in play, it should only be a matter of time before we see the re-release of these adventures on DVD.

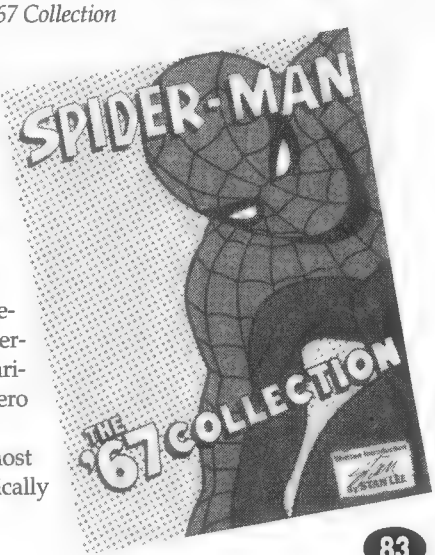
#1: "The Origin of Spider-Man," #2: "Meet Doctor Doom" (Fantastic Four), #3: "The Origin of Captain America," #4: "The Menace of Magneto" (X-Men), #5: "When Monsters Meet" (The Incredible Hulk), #6: "Spider-Woman vs. The Fly," #7: "The Impossible Man" (Fantastic Four), #8: "The Sandman Is Coming" (Spider-Man), #9: "The Hands of The Mandarin" (Iron Man), #10: "The Power of Doctor Octopus" (Spider-Man), #11: "The Olympics of Space" (The Thing), #12: "The Vulture Has Landed" (Spider-Man), #13: "Games of Doom" (Spider-Woman), #14: "The Mole Man" (Fantastic Four), #15: "The Start of the Quest" (Sub-Mariner), #16: "Revenge of The Green Goblin" (Spider-Man), #17: "Enter Hercules" (Mighty Thor), #18: "The Origin of The Red Skull" (Captain America), #19: "The Unfathomable Professor Gizmo"/"Phantom from the Depths of Time" (Spider-Man), #20: "The Absorbing Man" (Mighty Thor), #21: "The Sleeper Shall Awake" (Captain America), #22: "The Phantom of Film City" (Fantastic Four), #23: "Pyramids of Terror" (Spider-Woman), and #24: "Prisoner of the Monster" (The Incredible Hulk). Some of the tapes also include bonus episodes.

Superman returned in animated form in *The New Adventures of Superman* (1966-69), which, over time, included adventures of Aquaman (as *The Superman-Aquaman Adventure Hour* in 1967) and Batman (as the *Batman-Superman Hour* in 1968), as well as Superman and Superboy. Radio show and Fleisher cartoon veterans Clayton "Bud" Collyer and Joan Alexander returned to portray the voices of Superman-Clark Kent and Lois Lane. Olan Soule began his tenure as the voice of Batman-Bruce Wayne on this show, as did Casey Kasem as Robin-Dick Grayson. *F-Troop* regular Larry Storch took on the voice of The Joker. Several volumes of *The New Adventures of Superman* and related shows were released by Warner Studios on VHS in 1995, each collection focusing on one of the heroes — Superman, Superboy, Aquaman, and Batman — in the *Super Powers Collection* four-volume set.

Episodes of* The Marvel Superheroes Show *were released in the mid-80s on 24 videotapes (above). Spider-Man's original animated series was released earlier this year on DVD (below).

The Fantastic Four (1967-68) followed in the footsteps of *Marvel Superheroes*, focusing on the adventures of The Fantastic Four, Marvel's first super-team. Unlike the subsequent '78 series, this version had the team intact. *The Fantastic Four* suffered from the same problems (but also benefited from the same tradition) as the *Marvel Superheroes* and *Spider-Man* of the time. At least two video compilations were released in the late '80s and early '90s and are now rare. With the new movie coming out in 2005, these classics could be re-released on DVD this coming summer, but, if you can locate vintage tapes, they might be in order for your favorite *Fantastic Four* fan.

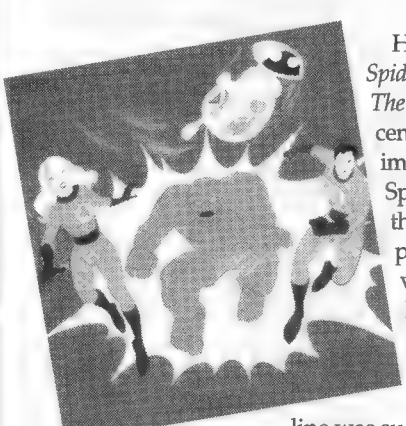
Spider-Man (1967-70) is, for many, the definitive super-hero cartoon of all time, if not at least for the Silver Age. With its corny theme music, repetitious animation, and decidedly non-Spider-Man themes in the second and third seasons, it hardly seems that a whole generation would treasure the show. But with untold hundreds, if not thousands, of repeats over the years, Spider-Man was indelibly etched on the consciousness of a generation that grew up watching television. Earlier released piecemeal interspersed with other early Marvel series, the entire series was recently released in a massive, six-disc set: *Spider-Man — The '67 Collection* (SRP $59.99).



Picking up where the various DC hero team-up titles left off, *Super Friends* ran on and off from 1973 to 1986, in no fewer than six incarnations, up through and including *Super Powers Team: The Galactic Guardians* (1985-86). Based loosely on The Justice League of America, *Super Friends* included at various times nearly every super-hero in the DC universe, as well as many minor heroes. The two most infamous heroes created specifically

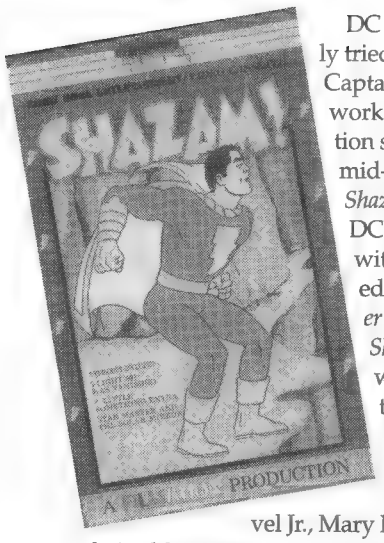
for the show were the alien Wonder Twins Zan and Jayna and their not-so-super-monkey, Gleek, who replaced the only slightly less annoying Wendy, Marvin, and Wonder Dog. Warner Home Video recently released *Challenge of the Super Friends — The First Season* on DVD (S.R.P. $29.98), which includes all 16 episodes from the first *Challenge of the Super Friends* season (the 1978 incarnation) in addition to commentary and character bios. Two two-episode discs were also released, but, considering the full compilation, why bother? There is also a *Challenge of the Super Friends to Justice League* compilation DVD set (SRP $44.94), which, with the first four episodes of *Challenge of the Super Friends* and the 90-minute pilot episode from *Justice League*, could be a good introductory set for someone who has never seen either series.

The New Fantastic Four (1978) was not quite so fantastic, since it lacked one of the core characters of the team — The Human Torch — who, depending on which story you believe, either happened to be licensed elsewhere at the time or was too "hot" for the network to handle, lest some child watch the show and try to "flame on" with a match or lighter. To make up for his absence, H.E.R.B.I.E. the loveably annoying robot was created for the show as the fourth member of the team. Several VHS compilations of the series were released in the early '90s.

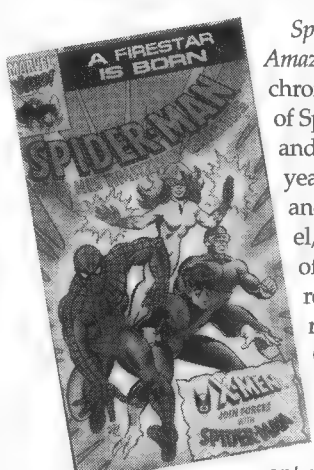


Courtesy Everett Collection

Hot off the success of *The Amazing Spider-Man* and the relative success of *The New Fantastic Four*, Marvel licensed *Spider-Woman* (1979) for an animated series. Joan Van Ark voiced Spider-Woman-Jessica Drew, through a series of 16 episodes. Apparently, the series was part of Marvel's attempt, along with the short-lived *Spider-Woman* comic book (1978-83) to protect its "Spider" trademark options. At the end of the comic-book series, the storyline was such that everyone in the Marvel universe forgot Spider-Woman had ever existed — appropriate enough, since the same seems to have happened in the real world, as well — at least as far as the animated series is concerned. Available in the late '80s in several VHS collections, this oddity is not yet available on DVD, though, with her return as one of the New Avengers, perhaps Spider-Woman will return to the small screen in DVD format.



DC unsuccessfully tried to make Captain Marvel work as a live-action show in the mid-'70s, with the *Shazam!/Isis Hour*. DC tried again with the animated *Kid Superpower Hour with Shazam!* (1981), which brought together the entire Marvel Family — Captain Marvel Jr., Mary Marvel, and their old nemeses Dr., Georgia, and Junior Sivana. The show was most notable for having Barry Gordon voice Captain Marvel Jr.; he went on to do voice work for Donatello in the *Teenage Mutant Ninja Turtles* cartoon. Four *Shazam!* video compilations were released in 1990.

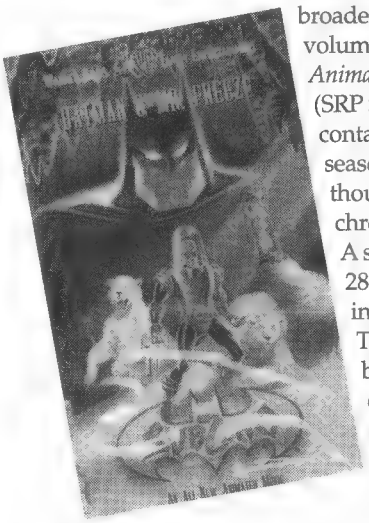


Spider-Man and his Amazing Friends (1981–83) chronicled the adventures of Spider-Man, Firestar, and Iceman over three years and 24 episodes and included time travel, Dracula, and dozens of classic Marvel heroes and villains, ranging from Doc Ock and The Shocker to Captain America, Doctor Strange, and even a strange variant group of The X-Men. In the third season, The Incredible Hulk got his own segments of the show along with a co-credit in the title and later spun off into his own series. While not yet available on DVD, a number of episodes were available on VHS tapes sold throughout the early '90s.

Teenage Mutant Ninja Turtles (1987-96) was the first comic-book-based television property to run for 10 consecutive, uninterrupted seasons without drastically changing its name or format. This all, of course, came after the property had been changed significantly from the original, cutting-edge, black-and-white comic book of Kevin Eastman and Peter Laird. The pizza-chomping, child-friendly TMNT spawned a marketing phenomenon and even returned on Fox, in a revamped state, in 2003,

but many "classic" episodes are available on numerous DVD compilations, the 14th of which releases in January.

Batman — The Animated Series (1992-95) returned Batman and animation to their classic roots, in a 1940's *noir* setting with magnificent, art deco dark architecture and a classic cops-and-dames attitude. Kevin Conroy voiced Batman-Bruce Wayne throughout (and began his decade-long reign as the voice of Batman), though Mark Hamill stole the show voicing The Joker, and Adrienne Barbeau positively purred as Catwoman-Selina Kyle. The series was renamed in season three to *The Adventures of Batman and Robin*. The series spawned several theatrical and direct-to-video movies, including *Batman: Mask of the Phantasm* (1993, SRP $14.96), *Batman & Mr. Freeze — Subzero* (1998, SRP $14.97), and *Batman — Mystery of the Batwoman* (2003, SRP $19.97). A series of eight two-episode VHS tapes was released in the late '90s, with each tape focusing on a specific character: *Batman, Robin, The Riddler, The Joker, The Penguin, Two-Face, Poison Ivy*, and *Fire & Ice* (Maxie Zeus and Mr. Freeze). Avoid the tapes if possible, since they were poorly recorded. *Joker/Fire & Ice* and *Poison Ivy/The Penguin* were later collected into double-set DVDs (SRP $12.98 each). A series of three DVDs, *The Legend Begins, Tales of the Dark Knight*, and *Out of the Shadows* were released earlier this year (SRP $14.97 each), covering the first 13 episodes. In July Warner Home Video also released a broader compilation volume, *Batman — The Animated Series Vol. 1* (SRP $49.98), which contains 28 of the first season's 60 episodes, though not in chronological order. A second volume of 28 episodes releases in January 2005. This show is the best way to introduce a non-comics fan to the Batman character.



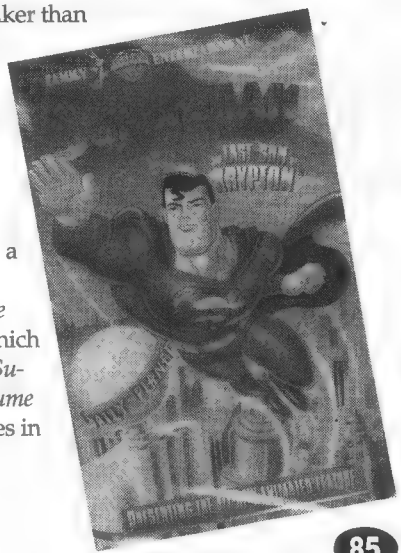
Most fans regard the *X-Men* (1992-97) series from the early and mid-'90s as the definitive X-Men cartoon. Though there were several inconsistencies with the comic book, the characters and world were more true to form than earlier attempts and the later *X-Men Evolution* series. X-Men episodes were collected in numerous VHS sets — including a pair of Pizza Hut promos — and later released on DVD, though a comprehensive collection by season has yet to be released. The DVD compilations feature five episodes per disc: *X-Men — The Phoenix Saga* (SRP $19.99), *X-Men — The Legend of Wolverine* (SRP $19.99), and *X-Men — Sanctuary, Parts 1 and 2* (SRP $27.50).

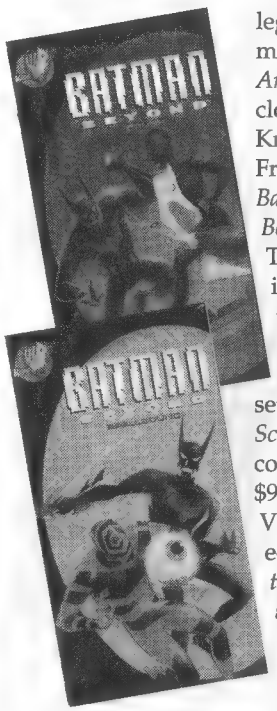
The Marvel Action Hour (1994-96) was an hour-long show divided into two segments, a half-hour Iron Man episode and a half-hour Fantastic Four episode. Fans had a mixed reaction, most considering the animation to be an improvement over previous Marvel efforts, but with most finding the stories to be weak efforts. The first two episodes of the Fantastic Four segment have been collected in VHS format, titled *Origin of the Fantastic Four*.

Spider-Man (1994-98) returned to animation after a decade of reruns of *Spider-Man and his Amazing Friends*. This series consisted of numerous multi-episode storylines, some running as long as 14 episodes! During its run, *Spider-Man* covered a lot of classic territory and also brought in some of the more questionable elements of the Spider-Man story at the time. (Can anyone say "Clone Saga"?) Appropriately, reaction is mixed, though some of the storylines are well regarded. Many of the shorter stories have been collected on DVD. Four major DVD compilations have been made, including *Spider-Man vs. Doc Ock, Daredevil vs. Spider-Man, Return of the Green Goblin*, and *The Ultimate Villain Showdown* (SRP $19.99 each).

Superman — The Animated Series (1996-2000) featured the voice talents of Timothy Daley as Superman-Clark Kent, Dana Delany as Lois Lane (Delany earlier voiced Batman's love in *Mask of the Phantasm*), and Clancy Brown as Lex Luthor. Generally regarded as weaker than the Batman series of the time and a weak and "not so bright" representation of Superman, there are three DVDs currently available, *The Last Son of Krypton* (1996, SRP $14.97) being a compilation of the first three-part origins; *The Batman Superman Movie* (1998, SRP $14.97) a compilation of the three-episode "World's Finest" story; and *A Little Piece of Home* (2004, SRP $14.97) which features four unrelated episodes. *Superman — The Animated Series, Volume One*, including 18 episodes, releases in January at an SRP of $26.99.

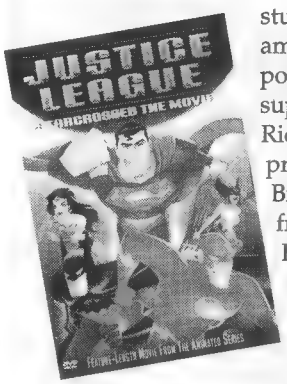
Two VHS tapes containing episodes of early* X-Men *episodes (above) were offered as promotional items by Pizza Hut and included a mini-comic.





Batman Beyond (1999-2001) took the Batman legend into the future, with the original Batman, Bruce Wayne (voiced by *Batman — The Animated Series*' Kevin Conroy) passing the cloak and belt on to a younger, new Dark Knight, Terry McGinnis (voiced by Will Friedle). The series inspired one telemovie, *Batman Beyond — Return of the Joker*. *Batman Beyond* has been released on VHS and DVD. The best value is in the DVD sets, with the initial two-part pilot, "Rebirth," being re-titled as *Batman Beyond — The Movie* (packaged with four additional episodes, SRP $12.98). There are also two double-titled sets, *Tech Wars* with *Disappearing Inque* and *School Dayz* with *Spellbound*, each of which contains six episodes (both with the SRP of $9.97). The only group of episodes released on VHS *not* released on DVD was *Crush*, regarded as the weakest of the five tapes. The *Return of the Joker* (SRP $14.97) movie is available in both edited and uncut versions — the uncut version having perhaps too many mature themes for younger fans.

The *X-Men Evolution* (2000-03) animated series featured a GenX version of The X-Men. The first season is divided into four volumes, each with three or four episodes: *UnXpected Changes, Xplosive Days, X Marks the Spot*, and *Xposing the Truth* (SRP $9.98). Season One is also available in a single compilation set with all 13 episodes, the *X-Men Evolution Collection* (SRP $23.98). Season Two is also available in four volumes: *Mutants Rising, Powers Revealed, Enemies Unveiled*, and *Mystique's Revenge* (each SRP $12.98).



Static Shock! (2000-04) was a very strong Kids WB Saturday series and vied with *Yu-Gi-Oh!* for the top ratings position on Saturday morning for several years. *Static Shock!* follows the life of Virgil Hawkins, high-school student and wisecracking geek, who develops amazing powers over electricity when exposed to a mutagenic gas. Together with his super-powered ally and high-school chum Richie Foley (super-hero name Gear), Static protects the people of Dakota from the Meta-Breed (villains who gained their powers from the same gas) and their dark leader, Ebon. The first *Static Shock* DVD (SRP $17.97) features six episodes plus several special features.

Spider-Man — The New Animated Series (2003) was a short-lived attempt to bring animated super-heroes to MTV Music Television. The series lasted for only 13 episodes. Though Neil Patrick Harris (of *Doogie Howser* fame) provided the voice of Spider-Man and Peter Parker and the show featured guest voice such stars as Gina Gershon, Rob Zombie, Virginia Madsen, and Michael Clarke Duncan (as the Kingpin, no less), *Spider-Man* was unable to draw an audience and lasted only one season. The entire series has been collected on a special edition DVD (SRP $24.95), along with plenty of extras and commentary.

Justice League (2001+) brought classic DC super-heroes back to the forefront in animated television — with nary a sign of purple twins nor hippie sidekicks. Kevin Conroy continued his reign as the voice of Batman, with the addition of George Newbern as Superman, Carl Lumbly as Martian Manhunter, Susan Eisenberg as Wonder Woman, Phil Lamarr as the John Stewart Green Lantern, and Michael Rosenbaum as Flash-Wally West. *Justice League* was renamed *Justice League Unlimited* in late 2004. To date, there have been only a few releases of DVD compilations. *Justice League: Secret Origins* (SRP $14.97) contains the three-episode pilot, while *Justice League: Star Crossed* (SRP $19.97) contains the complete second season finale. There are other compilations, *Paradise Lost* (SRP $14.97), *Justice on Trial* (SRP $14.97), and *The Brave and the Bold* (SRP $19.97). The *Justice League Collection* DVD (SRP $44.94) is poorly named, since it is not a true collection, merely a compilation of random episodes. Fans continue to clamor for a true Season One compilation of the 26 episodes from 2001 and 2002, but no such release has been announced.

Teen Titans (2003+) from Kids' WB follows the adventures of younger super-heroes of the DC universe — including Robin (voiced by Scott Menville), Beast Boy (Greg Cipes), Cyborg (Khary Payton), Starfire (Hynden Walch), and Raven (Tara Strong) — as they take on the villain Slade (Ron Perlman) and his henchmen from H.I.V.E. (the Hierarchy of International Vengeance and Extermination). Generally full of youthful exuberance and wackiness (as compared to the more somber and staid Justice League adventures of their adult counterparts), *Teen Titans* also has episodes with a "message," when Titans learn to deal with fear, obsessions, jealousy, anger, and other emotions and problems that young people deal with, as they grow and mature. The *Teen Titans: Divide & Conquer* DVD (SRP $19.97) collects the first six episodes.

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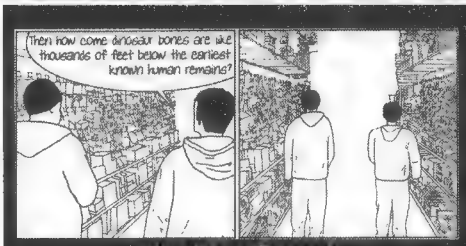

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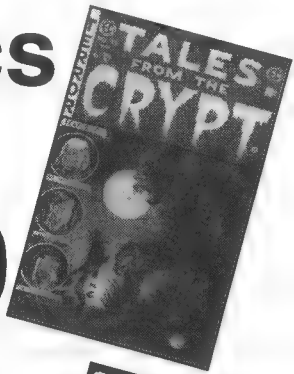

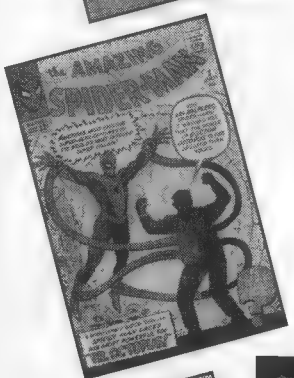

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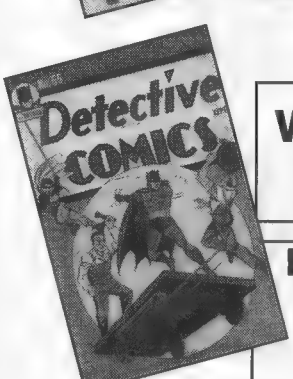

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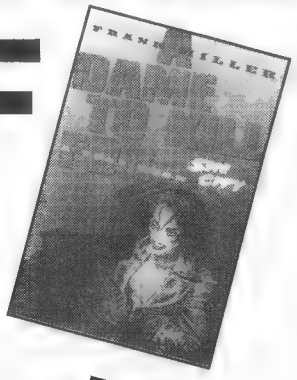

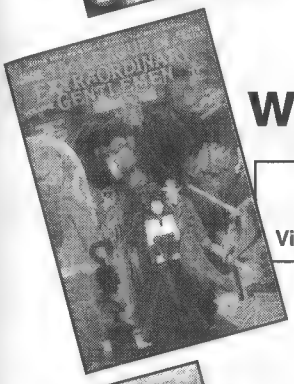

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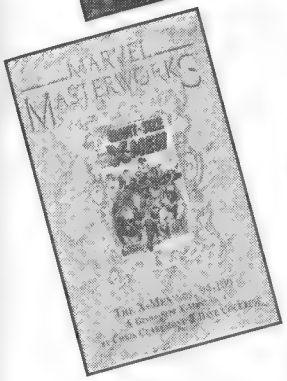

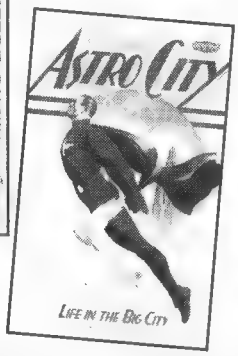

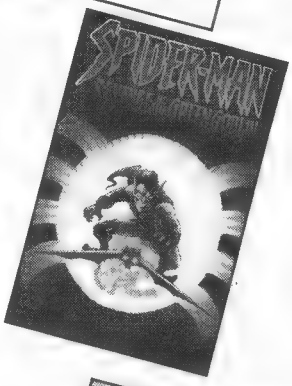

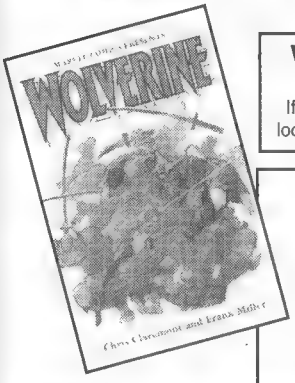

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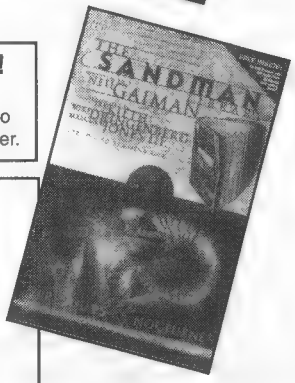

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Identifying Dr. Light

Mistaken identities were a routine occurrence for The Pharaoh of Photons

by **CRAIG SHUTT**

Dr. Light's first scheme against The Justice League in JLA #12 was undone by a case of mistaken identity.

Dear Mr. Silver Age,

I understand that Dr. Light has been a victim of mistaken identity several times in his long career. Does this really happen to him that often?

The Human Target
Boston

Mr. Silver Age says: It certainly seems that way, Hume. In fact, a substantial number of Dr. Light's many failed attempts to defeat various super-heroes involved mistaken or disguised identities. Fortunately for our heroes, the mistakes often were made by Light, leading to his defeat.

It seems only fitting that readers learned the origin of The Lord of Luminescence in a flashback. His early days were revealed to us in "Let There Be Dr. Light!" in *DC Super-Stars* #14 (May-Jun 77). We learned he began his villainous career as Arthur Light, who held a coincidental Ph.D. in optics and worked at a large Midwestern research facility. While his peers developed new types of light bulbs, Light surreptitiously tried to create a time viewer. I'll bet *that* was tough to hide on the time sheets!

His device was supposed to pick up light waves reflecting other times. Oddly, Light expected it to show him the future, and it's hard to say from where he was going to pick up those light waves. But, in fact, the viewer created a space warp that opened into an alien optics lab! Whoa, what are the chances? Well, actually, in comics, pretty good.

Light had time to steal only one device before escaping back to Earth. There, he donned the Dr. Light costume he'd whipped up and began wreaking light-based havoc with his purloined weapon. Unfortunately for him, the alien lab was on Thanagar, and a young police officer named Katar Hol followed him through the warp to retrieve the stolen property.

The doc had no idea who the winged man was until Hol explained his identity, but The Pharaoh of Photons was unconcerned. He used his weapon to create light-duplicates of himself to confuse the hawk-guy. It didn't work, because only one Light cast a shadow (oops). Katar ultimately retrieved the device and returned to Thanagar, but Light escaped.

That flashback updated us on what had occurred before he made his official debut by greeting Snapper Carr in The JLA's se-

cret cave in *Justice League of America* #12 (Jun 62). The triumphant Lord of Light informed the team's mascot that he had eliminated the team and he ordered Snap to write down the story for the official JLA record. (Back then, The JLA was big on record-keeping and sitting around to write things down.)

Light explained in too much detail that he'd mastered "the secrets of light." He neglected to mention that his devices had been based on stolen Thanagarian science, no doubt because he wanted to receive the credit and because, well, that adventure hadn't actually been written yet.

The Baron of Brightness eliminated The JLA because it would have stopped him from taking over the world, he surmised. (In that presumption, the doctor made a good diagnosis, since they continued to stop him over and over again.) Then, using another recurring theme in Dr. Light's lightweight career, he gave Snapper a flashback to how he'd defeated The League.

He'd lured the members into traps (he related) and then used an apparently improved version of his space-warp device to beam the heroes to worlds that played to their individual weaknesses: for instance, sending GL to an all-yellow world (of course) and Aquaman to a desert world. Fortunately, a delayed Superman and Batman saw (via super-telescopic vision) what had happened to the others.

Not realizing they were doing the *exact* thing that would save them, The World's Finest Heroes exchanged costumes. So, when Superman was beamed to Batman's wacky world, it didn't affect him. The team escaped in time to go on the usual split-squad quests, during which Light once again created light duplicates of himself. That didn't work this time, either, thanks to GL's being smarter than the average ring-wielder.

The Ruler of Radiance cooled his heels in the slammer only about a year before breaking out in *The Atom* #8 (Aug-Sep 63). He drew a door on his cell wall, shone his cell's modified light bulb on it — which apparently worked the way his original space-warp had — and walked out. Fortunately for justice, Ray Palmer was visiting the prison with his girlfriend, lawyer Jean Loring. Palmer investigated, changed to The Atom, and followed Light into his other dimension.

The Mighty Mite hadn't been a League member when they fought Light, but they'd told him about it, he assured us. Doc L. decided to defeat The Atom and then go after the other Leaguers. But, despite his many light tricks — including vibration light, magnetic light, and vaporizing light — The Atom defeated Light just in time to regale his teammates with his adventure at the next JLA meeting.

Dr. Light didn't know the identity of the hawk-guy he faced after stealing a Thanagarian weapon during a flashback story in* DC Super-Stars *#14.

After being pounded by a guy who was six inches tall, The Doctor of Dazzlement decided he'd have better luck planning schemes to defeat the world's greatest super-heroes one at a time. So he confronted The Emerald Gladiator in *Green Lantern* #33 (Dec 64). There's symmetry in his wanting to conquer the hero with

Dr. Light got off to a bad start when he began focusing on individual JLA members in* The Atom *#8.

***Green Lantern gave his Hal Jordan identity to Tom Kalmaku so GL could battle Dr. Light in* GL #33.**

Stealing Dexter Myles' identity in* The Flash *#171 helped Light defeat The Scarlet Speedster (temporarily).

the galaxy's most powerful light-based weapon, but *I* might've started *my* Conquering To-Do list with Aquaman or Green Arrow. No offense, guys. In any event, GL barely broke a sweat pummeling the doc.

In a weird return to our overall theme, when Light attacked Coast City to attract GL's attention, Hal Jordan was preparing to accept The Aerospace Man of the Year Award. To free himself to chase Light, GL power-beamed his friend Tom Kalmaku into a Hal Jordan look-alike so Tom could accept the award as Hal. So, oddly enough, Light once again owed his downfall in part to a case of mistaken identity.

Rather than attack GL again, Light shifted his focus next time to The Scarlet Speedster. This time, in *The Flash* #171 (Jun 67), he did his own identity disguising. He committed crimes as The Green Ghost, aided by his new invention, the "Photonikron," which allowed him to alter his image. Thus, he could commit a robbery and change into a spider that was overlooked in the corner when The Flash arrived.

The Wizard of Wattage then ambushed Flash at his own Museum, using the identity of custodian Dexter Myles. That nearly succeeded and even led Light to believe he'd killed his nemesis. But beating a guy who can move faster than the speed of light is no easier than beating the guy with the galaxy's greatest weapon on his finger. What a surprise.

The mistaken and hidden identities *really* got out of hand when The Glowing Gangster returned, in *JLA* #61 (Mar 68). You'll be happy to hear that he hadn't changed his mind and tried to defeat the entire League after being pounded by three consecutive individual members. This time, he was a pawn being used by Dr. Destiny to gain his own JLA revenge. Destiny did this by — you guessed it — changing people's identities.

In a complex tale of forced and deliberate identity swaps, Green Arrow discovered that Destiny could switch villains' appearances with heroes. Destiny impersonated GA, so, when the real GA escaped, he created an elaborate ruse that persuaded all of the League members to impersonate him. Well, *almost* all — Wonder Woman had two good reasons for deciding she couldn't make it work.

The Leaguers then battled a variety of villains that Destiny mind-controlled to help him, including our pal Artie. In each case, as the villain defeated the Leaguer, their identities were swapped, causing the hero to be locked up — including The Martian Manhunter after Light defeated him with some kind of hard-light bonds and fire. Please don't ask.

When the heroes escaped and confronted the villains, Light again battled The Manhunter, attacking him with fire-bubbles of light. Don't even think of asking, this time. But Hawkman (probably wanting revenge for Light escaping him years earlier) traded off in his own slugfest to clean Light's clock.

The Pharaoh of Photons laid low for awhile and finally returned in *World's Finest* #207 (Nov 71), this time focusing on The Man of Steel — and using Superman's secret identity against him. Frankly, I still would've considered Aquaman or Green Arrow as a better start for my world domination, but, since neither had his own series at the time, Light might've taken some lumps from them and we never got to see it.

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Swapping identities helped Dr. Light stay one step ahead of the law in* Justice League of America *#61.

Somehow, the doctor managed to mind-control Supes (let's not try to figure out how *that* worked) and forced his Clark Kent identity to hire thugs to kill his super-identity. Clark armed them with the Satanstaff, a wand that Light had filled with magic light energy absorbed by watching Zatanna's magic show (no asking). The plan nearly succeeded, but, unfortunately for Light, *World's Finest* was a team-up series, and Sir Sunshine didn't stand much chance against both The Man of Steel and The Caped Crusader.

Dr. Light mind-controlled Superman's secret identity in a scheme to kill Big Blue in* World's Finest *#207.

Deciding he might have better luck battling a familiar hero, Light then took another shot at The Scarlet Speedster. In *The Flash* #223 (Sep-Oct 73), he forced our hero to race three speed champions, staying behind the scenes to avoid revealing his role. But concealing his identity didn't save Light this time, either, and The Flash turned him off.

The Bulbish Brigand's next appearance, as happened with his origin and first encounter with The League, also was revealed to readers via a flashback. It was told in *JLA* #122 (Sep 75), but it supposedly took place during that period when Light was laying low, after *JLA* #75 (Nov 69). It told the Untold Tale of how the members — wait for it — learned each other's secret identities. Light stole amnesium from Superman's Fortress of Solitude (using

a light disguise, of course). Then, he used it and a light weapon to mind-read each hero to learn their identities and then switch them among themselves. So Batman thought he was really Oliver Queen, *etc.*

But Aquaman (no secret identity, *per se*) and Superman (too super to be affected this time) weren't included, and they saved the day. In the end, the heroes agreed to share the knowledge of their identities so they couldn't be attacked this way again.

Three years after his 1973 battle with The Flash, Dr. Dimbulb again took on the entire League, but this time he used another new identity — by becoming a minion (as he had with Dr. Destiny, against his will). In *JLA* #136 (Nov 76), he took part in the annual JLA-JSA team-up, which also included heroes from Earth-S (Fawcett heroes).

An old Captain Marvel villain, King Kull, created dark and lights sides to the Earth as part of his plan to control The Rock of Eternity. He used two principal agents to control these areas: Shade and Dr. Light. With so much going on in this three-part team-up, though, Light was a mere afterthought. He tried to bedevil Hawkgirl and Bulletgirl with his many mirage identities, but they nailed him in less than three pages. And, you know, you really shouldn't be considering ways to conquer the entire Justice League when you can be defeated that quickly by two women whose entire super-power inventory consists of being able to fly. But Light was a never-say-die kind of guy.

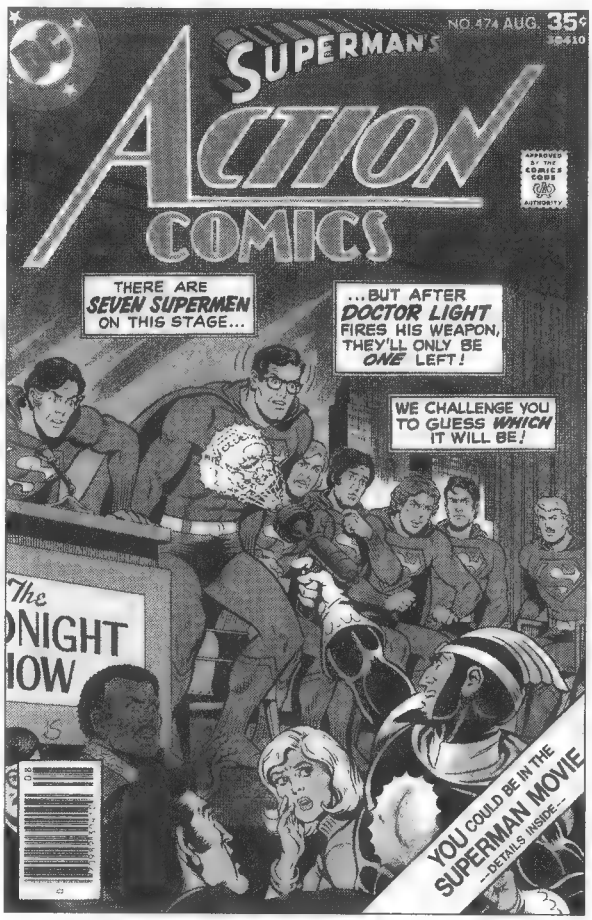
Undeterred by that defeat, The Rajah of Radiance bounced back *that same month* to attack new heroes — but he still had his obsessive eye on his ultimate prize. In *Teen Titans* #44 (Nov 76), he ambushed the teens, hoping to use them to lure The JLA into a trap. He somehow faked the TT emergency signal to call them to their old HQ. There, they met their nonsuper-powered teammate Mal Duncan, who had been resentfully keeping things operational after the place was shut down (long story).

Light captured The Titans, leaving Mal behind. Rather than stew, Mal created — you know it's coming — a new identity, featuring an exoskeleton and an old Guardian costume that was lying around. Light was shocked to be confronted by a new hero, who put the kibosh on his plan. It was a good start to a fairly short super-career for Mal's new identity.

Once again overwhelmed by an unsupported superiority complex, Major Moonbeam took another shot at Superman in *Action Comics* #474 (Aug 77). With his obsession with different identities, he probably couldn't stay away from a taping of the TV broadcast of *The Midnight Show*, which invited a number of personalities who had been accused at various times of secretly being Superman. The group included Clark Kent, Jimmy Olsen, and Steve Lombard, all of whom wore Superman costumes on the show.

Wearing a photonic disguise to hide his own identity, Light attended the show, figuring The Man of Steel might show up to watch it in person. (He hadn't actually learned Supes' secret identity during his earlier *WF* escapade, just controlled it.) The doc used a light weapon to secretly reveal whether any-

Here's a surprise — someone in a new identity foiled Light's plan in* Teen Titans *#44.



Dr. Light concocted a method for learning Superman's secret identity in* Action Comics *#474.

When Light attacked The Sea King in World's Finest #264, he was beaten by some, um, finny friends.

one in the studio was wearing Superman's real costume. Sure enough, the person was actually on the panel — but it was Olympic champion Mike Talbot wearing the real costume! Light set out to capture Talbot, which freed the *real* Man of Steel (who had amazingly figured out Light's ploy) to capture the villain. Supes accomplished that pretty quickly, big surprise.

For no good reason, Sir Sunshine set his sights on the entire League again in *JLA* #149 (Dec 77), but his attack was thwarted by the masked Star Tsar, who intended to rule the world without Light's help. Needless to say, with Light juggling attacks against both The JLA and the mysterious Tsar, he didn't fare too well. Also needless to say, The Star Tsar had a secret identity — which turned out to be Snapper Carr! Snap wasn't the *real* Star Tsar, and the details are less important than the fact that, once again, Light fell victim to a guy who wasn't really who he was supposed to be.

In his next adventure, in *The Brave and the Bold* #147 (Feb 79), Light again moved into the shadows, providing support for The Children of Light, a terrorist group. He battled Batman and Supergirl, who discovered Light's involvement and beat him about as fast as had The Caped Crusader and Kara's cousin.

Finally — finally! — Mr. Ph.D. got smart and set his sights on Aquaman in *World's Finest* #263 (Jun-Jul 80) and #264. He attempted to kill The Sea King when Aquaman set up a secret base in a harbor town. By now, though, Light felt compelled to attack The Leaguers, since he'd learned from seeing a vision of his future that the existence of The League would cause his death. That's not hard to believe, considering how often he attacked them and got his noggin beat in. This time was no different, as Light was beaten by Aquaman and one of his finny friends. Yikes.

After that, The Governor of Glare threw up his hands and threw in his lot by taking on another identity, as a member of The Fearsome Five. He first battled The New Teen Titans in #3 of their series (Jan 81), and he fought them many more times with his new buddies over the ensuing years (in #4, #7, #19, #37, and #49). He even took on Batman and the Outsiders in their series, in #5 (Dec 83). None of those battles worked out any better for him than usual, but at least he had buddies with whom to commiserate.

All in all, Dr. Light's career has featured one bungled attack after another, with an amazing number involving someone using another identity to confuse things. Even so, we must admire his relentless desire to defeat a hero and his willingness to take on new heroes when one soundly defeated him. As they all did.

SPOTLIGHT ON REPRINTS

Here's where to find the few reprints of Dr. Light's shining career:
JLA #12 was reprinted in *JLA* #76 and *JLA Archives* #2.
Atom #8 was reprinted in *DC 100-Page Super Spectacular* #18 and *Atom Archives* #2.
GL #33 was reprinted in *Wanted* #5.
JLA #61 was reprinted in *Limited Collector's Edition* #C-41 and *JLA Archives* #8.

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All the commando training didn't keep him from losing a well-timed eye ...

Sgt. Fury loses an eye

by **CRAIG SHUTT**

It took Nick Fury darn near all of* Sgt. Fury *#62 to learn how to fight Nazis and start a career that's still going strong.

Dear Mr. Silver Age,

Sgt. Nick Fury always impressed me as a guy who knew just what to do in any situation. And, considering he fought in every conceivable theater of World War II as well as throughout the world as head of S.H.I.E.L.D., he must've thanked his lucky stars for such thorough training. Where'd he learn so much about fighting? And, given such good training, how'd he lose his eye? Was it during The Big One — or after he started working for S.H.I.E.L.D.?

Jeb S., driving a tank somewhere in Belgium

Mr. Silver Age says: Being born in Hell's Kitchen had to help, Jeb. But Fury didn't really get his head screwed on right until his drill sergeant pounded discipline into him during basic training at Fort Dix. Who was that immortal three-striper who headed Nick off onto one of the longest careers in comics? "The Name Is Bass — Sergeant Bass!" he boomed at readers on the splash page of *Sgt. Fury* #62 (Jan 69).

As our pulse-pounding epic opened in 1941, the future head of S.H.I.E.L.D. had enlisted because he was "outta work and starvin' to death," as he put it. Otherwise, he added, "I'd have never joined up in the first place! But I don't figure a couple a years with these Boy Scouts is gonna do me any harm!" No, indeedy.

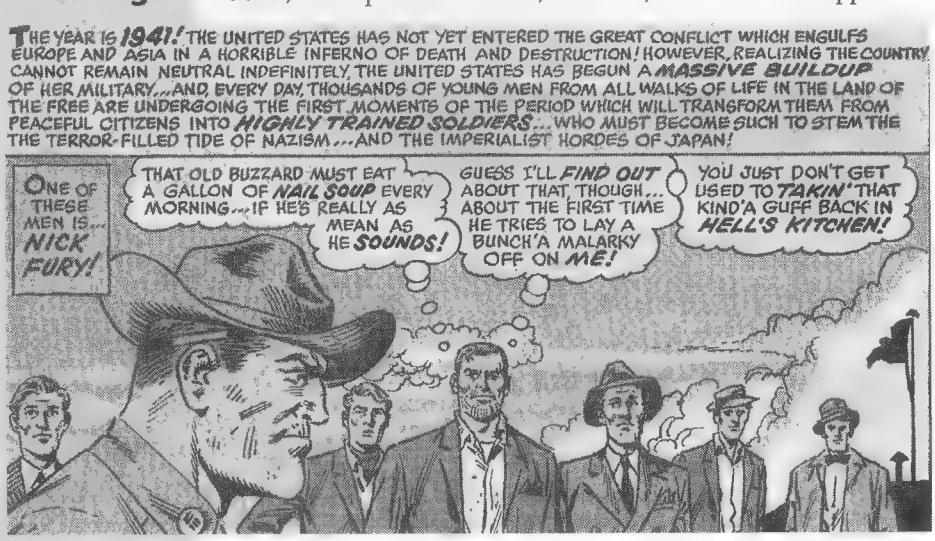
Needless to say, our headstrong boy didn't take to soldiering right off the bat, leading to a variety of slugfests that showed how tough Fury really was. But Bass stayed on Fury's back, because he knew Nick had The Right Stuff.

That came to the fore at the end of training, when Fritz and Heinrich, two undercover goosesteppers, took over the training field and started lobbing live ammo at the recruits. The Nazi saboteurs were revealed, and Bass radioed ahead for Fury to take them out. And Nick refused.

Really, he did, making Bass livid. "You're the only man out there who's got what it takes to pull this off!" he argued before hanging up the phone. "He really thinks I can save the company!" Nick thought furiously. "But I ain't no hero! I ain't even a decent soldier! Still, if I can't do the job, nobody can — and the whole blasted outfit'll get wiped out! And I sure can't let that happen!"

I think you can pretty well picture the rest.

As to losing his eye, that's a more complicated and wacky tale. The accident occurred back in World War II, although he didn't lose his sight until the 1960s. Yes, as bizarre as it sounds, Stan explained away a patch that showed up on Fury's eye in his S.H.I.E.L.D. debut in *Strange Tales* #135 (Aug 65) but that hadn't been in view when he'd met The Fantastic Four a little while earlier in *FF* #21 (Dec 63) by writing a



story for *Sgt. Fury* in 1966! This incident has gotta be one of comics' first (and only) cross-continuity retcons!

The sad accident had taken place when "Fury Fights Alone!" in *Sgt. Fury* #27 (Feb 66). The Howlers parachuted into Germany to destroy a new master weapon being developed by the Nazis. I hated when that happened, and it happened to The Howlers approximately monthly.

Anyway, The Howlers were fighting their way to the secret development lab, when they were attacked by a bunch of Jerries. One of the Ratzis threw a potato-masher (that is, a grenade) at our boys, and Fury caught it in mid-air. What a guy. He flung it back, but he was caught face-on by the blast.

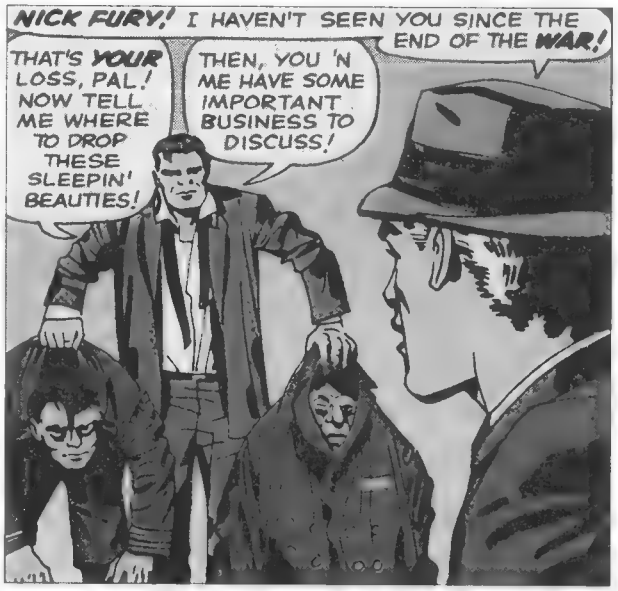
It's not clear if it was the flash from the explosion or a piece of shrapnel that caught him, but *something* made his eye stop working. Dino patched him up as best he could, and the adventure continued to its typical implausible conclusion.

Upon returning to HQ, Fury faced a choice. He could have the surgeon operate, which would save his vision but require him to be out of action for a year while he recuperated. Or he could forego the operation, let the eye heal, and face the possibility that someday down the road he would lose the use of that eye. Guess which he chose.

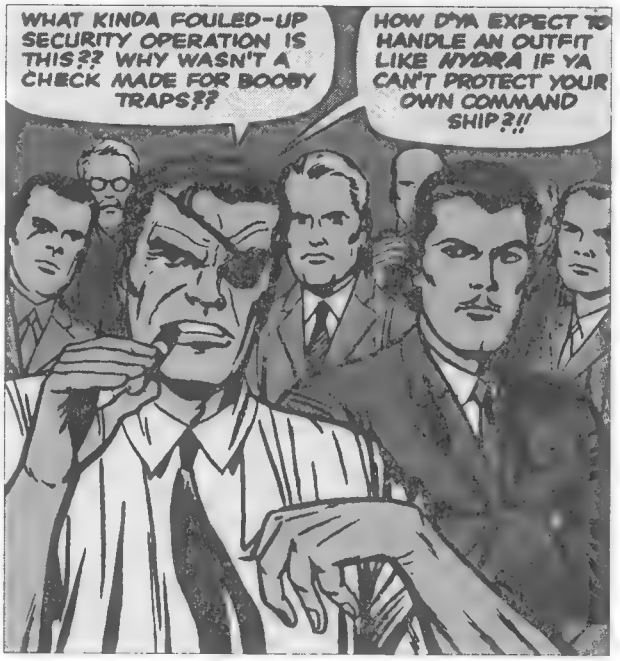
The caption told readers that it wasn't until 1963 that Fury lost his vision in his eye. That, it said, was why he began wearing the patch "as seen in 'Agent of S.H.I.E.L.D.' each month in *Strange Tales*!" Just in case you weren't reading that book or something. Subtlety wasn't Stan's middle name, but that's why he was so much fun.

Rather than just tell us that Nick had poked himself in the eye with a sharp stick in the year-plus time after his reunion with Reed Richards in *FF* #21 or work it into Fury's first week at S.H.I.E.L.D. to show his commitment to his new job, Stan decided to create an entire *Fury* issue out of the deal and to explain the suddenly appearing eyepatch with a 20-year history. They didn't call Stan "the Man" for nothing.

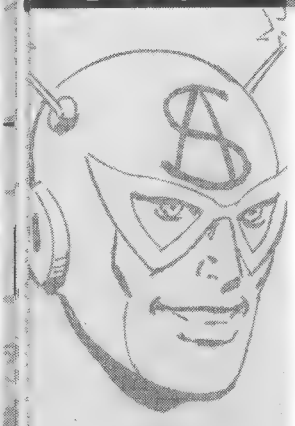
A blinding flash and/or shrapnel gave Fury's eye an owie in* Fury *#27 that didn't affect him until 20 years later.



When Nick made his first real-time appearance in* Fantastic Four *#21, he didn't have an eye patch.



When Nick showed up for work at S.H.I.E.L.D. in* Strange Tales *#135, his patch still hadn't been explained — but it soon would be.



Mr. Silver Age's Mail Chute

On FAKE Imaginary Stories

by **CRAIG SHUTT**

Dear Mr. Silver Age: The very first imaginary story during the Silver Age might have been the Lois Lane story that you described in ***CBG*** #1597, but that was not DC's first "Imaginary Story."

Superman #19 (Nov-Dec 42) gets the official nod as DC's first Imaginary Story. In fact, that story indicates that on its first page. The story, "Superman, Matinee Idol," was clearly written in order to promote the Superman cartoons that were being released by Paramount. [It focused on Clark's attempts to prevent Lois from viewing a Superman cartoon that revealed his identity.]

Superman #19 (reprinted in Superman Archives #5) featured an improbable — but not an Imaginary Story — of Clark and Lois at the movies.

I believe Nelson Bridwell considered it to be DC's first Imaginary Story. At any rate, he included it in his 1971 compilation *Superman from the 30s to the 70s.*

I believe it would be improper now to point to the Lois Lane story as the first Imaginary Story but now I wonder whether DC issued many Imaginary Stories (that were so classified and not merely dreams or hoaxes) between 1942 and 1960. Tales like the "Batman II" stories beginning in *Batman* #131, supposedly written by Alfred Pennyworth, are really "stories within stories" and are, therefore, not "imaginary." One wonders.

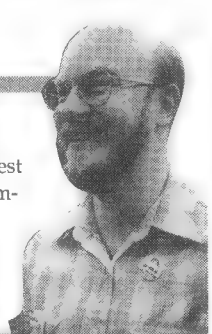
Frank Daniels
EgwEimi@aol.com

*(I agree that "Superman, Matinee Idol" was so whimsical that it couldn't have occurred in continuity, Frank. But **Lois Lane** #19 is, indeed, the first official Imaginary Story, as I noted. It coined the term and was established as a new type of story that would appear from then on, offering no explanation for its what-if scenario.*

*Bridwell may have felt some explanation for the wackiness of that Golden Age story was needed when he reprinted it in **Superman** #183, and that version was used in the collection you saw. The original doesn't have that note; the tale became an Imaginary Story in retrospect after **LL** #19 established the concept.*

*I don't know of any other Golden Age stories so drastically out of regular continuity. Most what-if type stories prior to **LL** #19 had a dream or computer-projection type of explanation. When DC collected "Imaginary Stories" for **80-Page Giant** #1, all of the stories had an explanation for their experiences, since they had appeared before **LL** #19 gave them the leeway to just do it.*

*You make an interesting point that Alfred's series of stories are only **semi**-Imaginary, since they are told in Batman's continuity. The Caped Crusader knew they'd happened; they just didn't happen to **him**. If you see what I mean. — MSA)*



Known to fans worldwide as "Mr. Silver Age," **CRAIG SHUTT** has waxed nostalgic about comics of old in CBG since 1992. His latest book, ***Baby Boomer Comics***, features other comments on Dr. Light, The JLA, and Sgt. Fury. It's available from Krause Publications at (800) 258-0529, offer CBHCS. Send comments and suggestions to **craigshutt@ameritech.net.**

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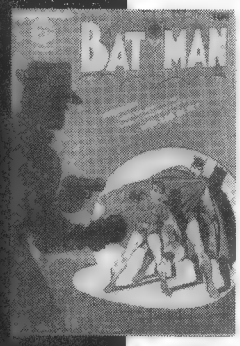

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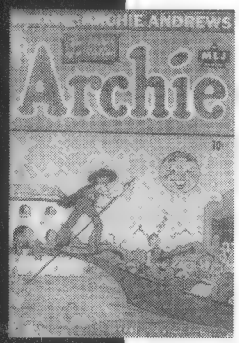

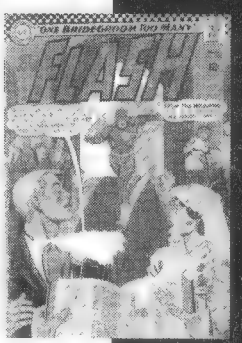

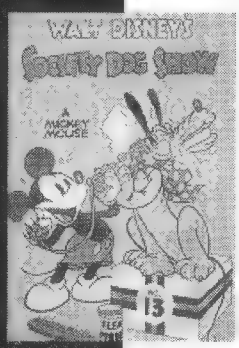

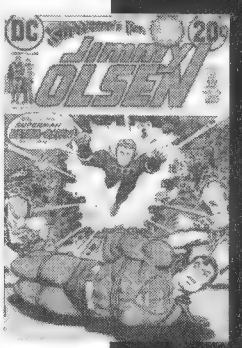

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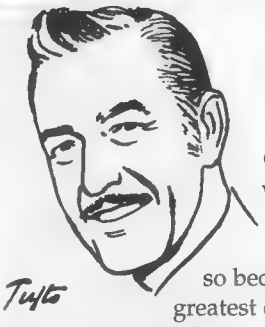


by MAGGIE THOMPSON & JOHN JACKSON MILLER

Chances are that comics fans who collect the work of writer-artist Warren Tufts (Dec. 12, 1925-July 6, 1982) do so because he was among the greatest creators of Western comics.

His *Casey Ruggles* (May 10, 1949-Sept. 5, 1954) newspaper strip began a century after the California Gold Rush and plunged his title character in the midst of that action, dealing with people and events real and fictional.

After leaving United Feature Syndicate, he returned to Western tales with *Lance*, featuring a cavalry officer whose adventures also occurred in the West, including California — but beginning in 1834. About *Lance* (June 5, 1955-1960), he told interviewer Dennis Wilcutt in 1979, "As with *Ruggles*, I was totally involved with the characters and the period and simply delighted in painting the canvas to the full extent of time and ability. Time, or the lack of it, was ever the limiting factor."

He also drew Western comics for Dell and Gold Key, with one of the most outstanding being the Gold Key adaptation of the movie *How the West Was Won*.

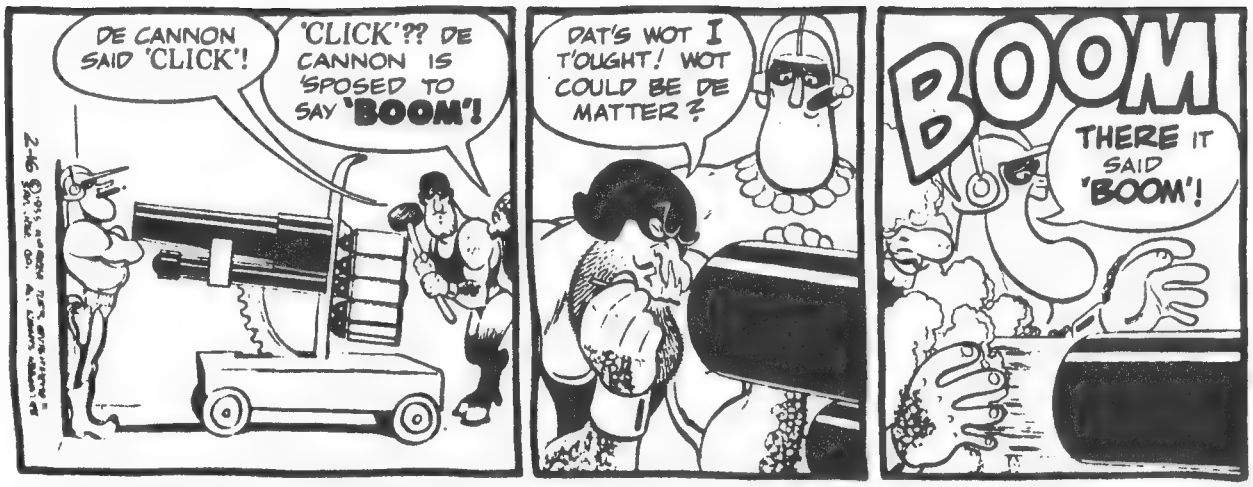
But Warren Tufts also worked in another style.

When he wanted to have control over his own comic strip, he needed to break his *Casey Ruggles* contract with United Feature; the syndicate had first refusal of his next salable project, so he came up with *Lone Spaceman*, a wacky gag science-fiction strip. United Feature turned it down, but Tufts was able to syndicate it himself successfully. As a result, he was free to do his own — serious — strip but in the process had demonstrated skill with the zany side of comics. *Spaceman* ran from Dec. 5, 1954, and ran through April 16, 1955. "A fun strip to do … so quick and off-handed that the bulk of drawing (inking) was done without benefit of roughing (pencilling) beforehand," runs a portion of a letter printed in the indispensable volume *Warren Tufts Retrospective* edited by Henry Yeo and distributed by Tony Raiola in 1981.

Tufts even storyboarded 1971 TV's *Help! It's the Hair Bear Bunch*.

Intriguingly, however, the fans who were devoted to Tufts' magnificent serious work often sneered at his "bigfoot" cartoon work. Researcher Carl Horak wrote about one series in *Retrospective*, "Who's to say which ones Tufts did? Pass these by unless you have comic-reading youngsters."

But looking at titles with Tufts' "second style" makes it clear which ones he did — and their quality makes them definitely *not* comics to pass by. For evidence, simply consider Tufts' signature (yet, unsigned!) series at Gold Key, *Pink Panther*: average before and after Tufts, exceptional with him.



Pre-Tufts *Pink Panther*

Pink Panther and its spin-off title, *The Inspector*, were based on the DePatie-Freleng cartoons — which were inspired by the cartoon segments opening the United Artists Inspector Clouseau films. Not as mischievous as his Clouseau-torturing version, the cartoon Pink Panther became a Charlie Chaplin figure, impoverished and looking for his next meal — in silence, not talking until a 1980s incarnation.

When the Gold Key *Pink Panther* comic book began in April 1971, it was handled by Western Publishing's West Coast office, which handled many of Gold Key's non-Disney titles. Mark Evanier recalled that, while nearly everyone there, including himself, took a turn writing for *Panther* and the spin-off title *Inspector*, many stories were written by Pete Hansen. Hansen was best known for *Lolly*, a family situation-comedy newspaper strip with wide circulation in the 1950s; Diamond International Galleries notes it would have been perfect for ABC-TV in 1957.

In early issues of *Pink Panther*, the Gold Key series was slow to establish its own personality. Issue #1 leads with an adaptation of a familiar cartoon: "Congratulations! It's Pink!" Pinky discovers a baby left behind by careless campers and struggles to return the child to his parents — never quite finding the right set. The major change is that, where in the cartoons speech is only heard as an occasional gag (as in the surprised Indian yelling, "Da da?!"), here all characters, including Pinky, have speaking roles.

Original stories start in #1, as well, but don't stray much from the cartoon formula.

***Lone Spaceman* (above), Warren Tufts' humor strip from 1954 to 1955, employed both the comical lettering and slapstick imagery that he brought to *Pink Panther* and *The Inspector* in the 1970s.**

At left, a scene from *Pink Panther* #21 demonstrates (to Big Nose Guy's discomfort) that the series is going to be a much rougher place to hang around with Tufts involved!

Pink Panther images © Mirisch-Geoffrey DFE

Below: Tufts' *Inspector* told two stories in opposition to each other, juxtaposing nonchalant captions with frenzied visuals.

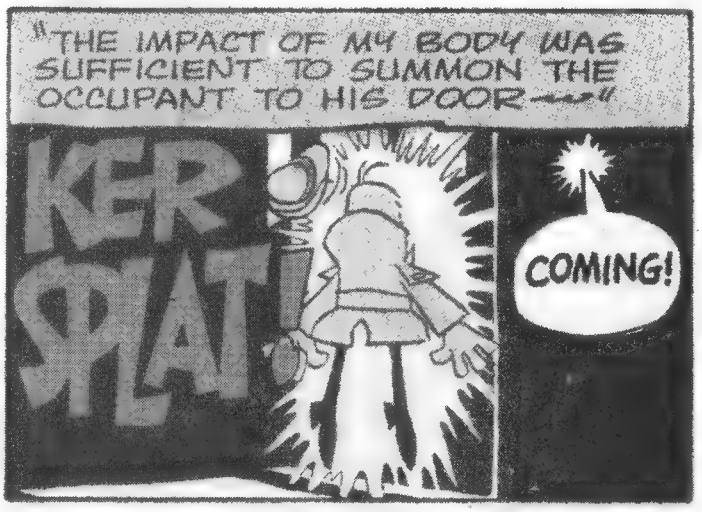
Note the curly dash in the captions, a Tufts trademark.

Pinky is almost always a clueless bystander to whom things happen — and his goodheartedness and greed alternately drive him to meddle incompetently in others' business. There are no regular supporting characters, other than "Big Nose Guy," who, as in the TV series, plays ever-changing roles. (In that, he's kind of like the "Blue Anything" Muppet from 1970s *Sesame Street*, still waiting for Grover to bring him his soup. He's the utility player — sometimes friendly, sometimes not. Sometimes, he's an alien!)

The early Inspector stories — always one per issue, versus three Pink Panther stories — also resemble the source material. The Inspector, never called Clouseau (except for one newspaper clipping in #3 calling him "Clouzot"), works in France for Sureté Headquarters, solving crimes for The Commissioner with the "help" of his Spaniard partner. (Unlike cartoon continuity, Sergeant Deux Deux does not appear to be called by his name in the comics; he's simply "Sergeant.") The Inspector battles super-villain types, like Captain Clamity (an actual clam), Artful Dodger, Aquatic Man, and even Electro the Elusive in #12 (May 73).

On NBC, the Inspector cartoons had been dropped from the Pink Panther package in September 1971, to be replaced by "The Ant and the Aardvark." Not coincidentally, perhaps, elements from the cartoon were dropped from the Inspector strip. By #6 (May 72), the Sergeant sidekick is gone; by #12 the series is no longer set in Paris; and by #16, The Inspector's accent is gone.

It's in late 1973, however, that Pink Panther begins to turn from a cookie-cutter cartoon spin-off comic book into something more. Enter Warren Tufts …



Panther gets his fur in Tufts

Warren Tufts started work for Gold Key's humor titles in 1972, breaking from years as an action artist.

"Warren decided at some point that he wanted to develop what he called an 'Ernie Bushmiller line' and to get away from the adventure style for which he was known," Evanier said. "He drew *Scooby Doo* before Dan Spiegle and a short-lived Hanna-Barbera/Gold Key book called *The Amazing Chan and The Chan Clan*, the first issue of which was the first comic book I ever wrote and had published in America."

Tufts began inking Pete Alvarado and other long-time funny-animal artists on *Pink Panther*, Evanier said, eventually doing the pencils, as well. While Tufts' work on the title began with November 1973's #16, he appears to have shared duties with other artists for a time. In #16, #18 (Mar 74), and #20 (Jul 74), he clearly lettered every story, but in #19 (May 74) he only handled "Pink Time Story" and "Watch Dog Pinky."

Tufts' distinctive lettering is easy to spot, with frequent boldfacing, energetic word-balloons, and oddball, recurring sound effects. A character who gets socked with a *WHACKO!!* is likely to emit a *"BLARG!!"*

Smoke-filled panels with *KER-SPLAT!!* and *KEERASH!!* intersperse with action sequences, and by #20 readers get an explosion that fills half a page.

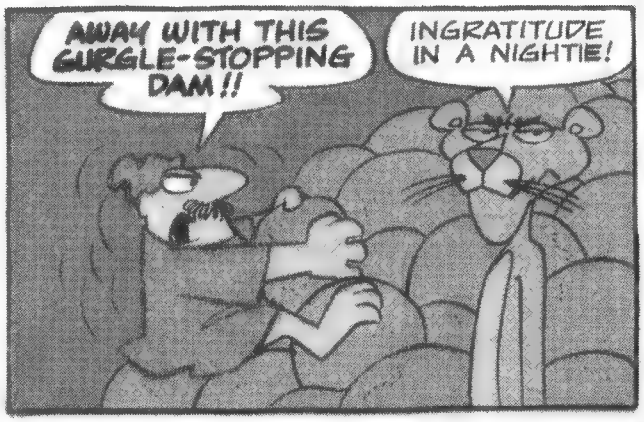
If you're looking for a simple key to which stories are at least lettered and inked by Tufts, check the lines used as punctuation at the end of many captions. Both in *Pink Panther* and *The Inspector*, Tufts uses an elongated curly "M," rather than a dash.

Tufts' inks are likewise distinctive, with pronounced and exaggerated jawlines and expressions for Pink Panther and frequent use of motion lines. As Tufts begins to pencil stories, characters begin to appear as frenetic as their word balloons.

In the months that follow, the entire series goes screwball, as writers play to Tufts' strengths. No longer so clueless, Pink Panther begins to show acerbic wit, often smirking to

Ironically, cartoon violence was often muted in Gold Key's animation-based titles, with Woody, Bugs, Tom, and Jerry on their best behavior. But knock-about humor became a hallmark of Warren Tufts' run on *Pink Panther* in the mid-1970s.

With Tufts involved, the gas-leak gag in #20 became a wacky, over-the-top visual. The half-page image is itself rare for 1970s Gold Key humor comics — and Tufts' sound effect is among the biggest to appear in the line.



Above: **Tufts redrew the script for a story from *Pink Panther* #5 in #46.**

The original appears at left; part of his version appears at right. Comparing the two stories reveals the evolution in the series.

Character movements and facial expressions are amplified, and there's an edgier tone to the humor in Tufts' run.

the reader about whatever binge Big Nose Guy is on. While greedier than before, Pinky still remains good-hearted, nearly killing an alien Big Nose Guy in #62's "Pink Leader" (Mar 79) trying to cure his green condition. (**Alien Leader:** "It's encouraging to know that one planet out there has a leader whose heart is filled with love and kindness." **Alien Big-Nose-Guy:** "Right! I'm just glad I left before he got back with the *stomach pump!*")

There are changes, too, in the Inspector stories, on which Tufts also worked. The old first-person narration by The Inspector, now rendered by Tufts, tends to better comically contrast what's going on in the panel below. Comical calamities on panel tended to be described in the caption in deadpan lettering (for Tufts, anyway), thus beginning to capture the oblivious legend-in-his-own-mind nature of the *original* original source, Peter Sellers' Inspector.

No simpler comparison between pre-Tufts and Tufts *Pink Panther* can be found than in an uncommon but not unheard-of phenomenon at Gold Key: He and another artist drew the same story, appearing just scant years apart in the title. "Rock-a-Bye Pink" in *Pink Panther* #5 (Mar 72) was drawn again as "Snoring Pink" in #46 (Sep 77). The Tufts version is, by all measures, more energetically rendered with funnier poses. The Tufts version also adds many one-liners, although it's unknown whether he or a scripter added them. (Coincidentally, Gold Key reprinted #5 in full with a recolored cover as #72 in January 1980 — meaning the series told the same story three times in eight years!)

Western Publishing evidently liked enough of what it saw in *Pink Panther* in the summer of 1974 to spin off *The Inspector* into his own quarterly title: an unusual move, since, again, while Pink Panther was still airing on NBC, the cartoon Inspector was gone. Tufts' art can be found in many issues of the series, as can that of artist Joe Messerli.

While ***CBG*** has confirmed Tufts' work in many specific issues of *Pink Panther* and *Inspector* (check this issue's *Bottom Line* on page 200), past reference works leading readers to expect Tufts work in every issue after #16 were apparently incorrect. *Pink Panther* #43 (May 77) reprinted part of #1 and appears to have only a new Tufts *cover*. And Tufts' last work in *Pink Panther* seems to have appeared in #64 (May 1979), prior to the publisher's implosion.

While original material by others continued to appear in the series right up to the end, in 1984's hard-to-find #87, reprints were always from the period before Tufts started on the title. The Inspector, on whose stories Tufts particularly excelled, was dropped from the series after #62, returning only in #72's reprint (along with Sergeant Deux Deux, who hadn't been in the title in years).

The Harvey *Pink Panther* from 1993 reprints some of Tufts' work, with #2 reprinting Gold Key's #50, #3 reprinting #51, *etc.*

No regrets

While it wasn't likely to heap glory on an artist, Tufts apparently did not regret his Gold Key work.

"He was very happy with the assignment and one of the few times we spoke, he told me he never wanted to go back to 'that realistic style' again," Evanier said. "Later on, he did for a few projects (not for Gold Key), but he tried to avoid doing so."

Regrettably, the versatile artist's career came to an end not long afterward. Tufts had been a private pilot since 1957 and a member of the Experimental Aircraft Association since 1960, his projects including recreating the *TFB-1 Thunderhawk*. He headed Tufts Aeroplane Manufactory, for which he designed his own *T3*. It crashed in 1982, killing the 56-year-old creator.

Cue the Mancini music ...

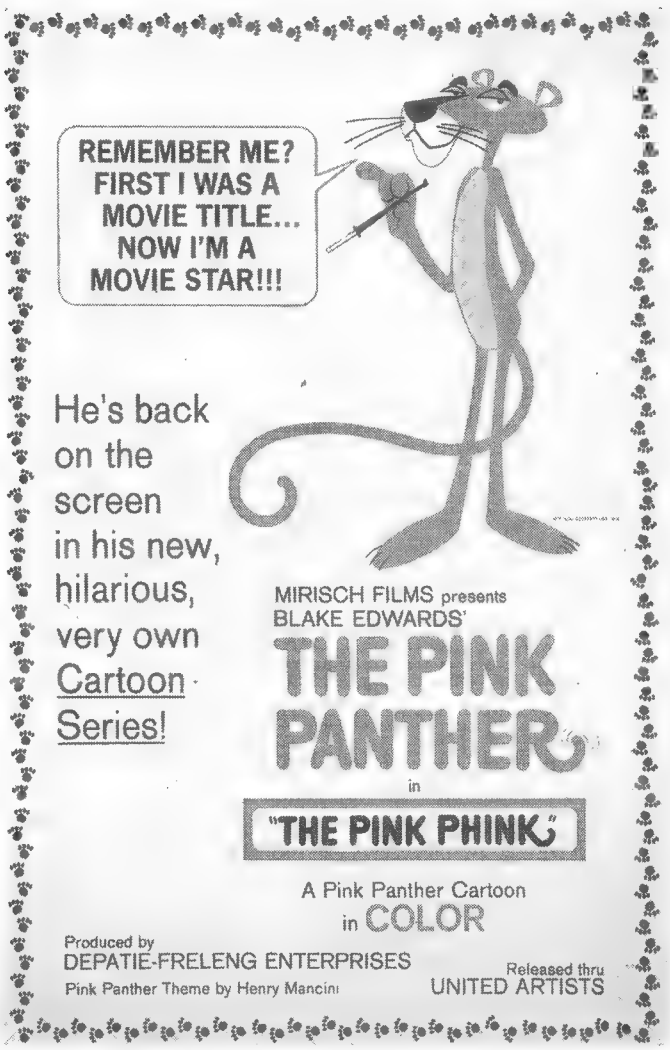
Four decades of The Pink Panther

The Pink Panther owes his long success in film and TV to a variety of talented show-business craftsmen — but the animated cartoon character wouldn't have come into being, if it hadn't been for the extraordinary talents of one of Hollywood's most prolific directors — and one of film's greatest comic actors.

by **JOHN LAVERNOICH**

In truth, the animated icon of The Pink Panther owes his success to the 1964 film that bore his name, a film that focused more on the bungling antics of Paris police inspector Jacques Clouseau — and a film that would spawn one of the most popular film series of the past half-century.

In 1963, Blake Edwards was riding high with the success of such films as *Breakfast at Tiffany's* (1961), *Days of Wine and Roses* (1962), and *Experiment in Terror* (1962). That same year, Edwards and writer Maurice Richlin (an Oscar-winner for 1959's *Pillow Talk*) helped form the genesis for what would become *The Pink Panther*: the bumbling Inspector Clouseau, played brilliantly by Peter Sellers, tracks down a jewel thief who steals the pink diamond called — what else? — the Pink Panther. What the inspector *doesn't* know is that the Phantom — alias Sir Charles Lytton (David Niven) — is not only the thief who purloined the diamond, but is also his wife's secret lover. The film was a hit with critics and audiences, combining the comedy and mys-



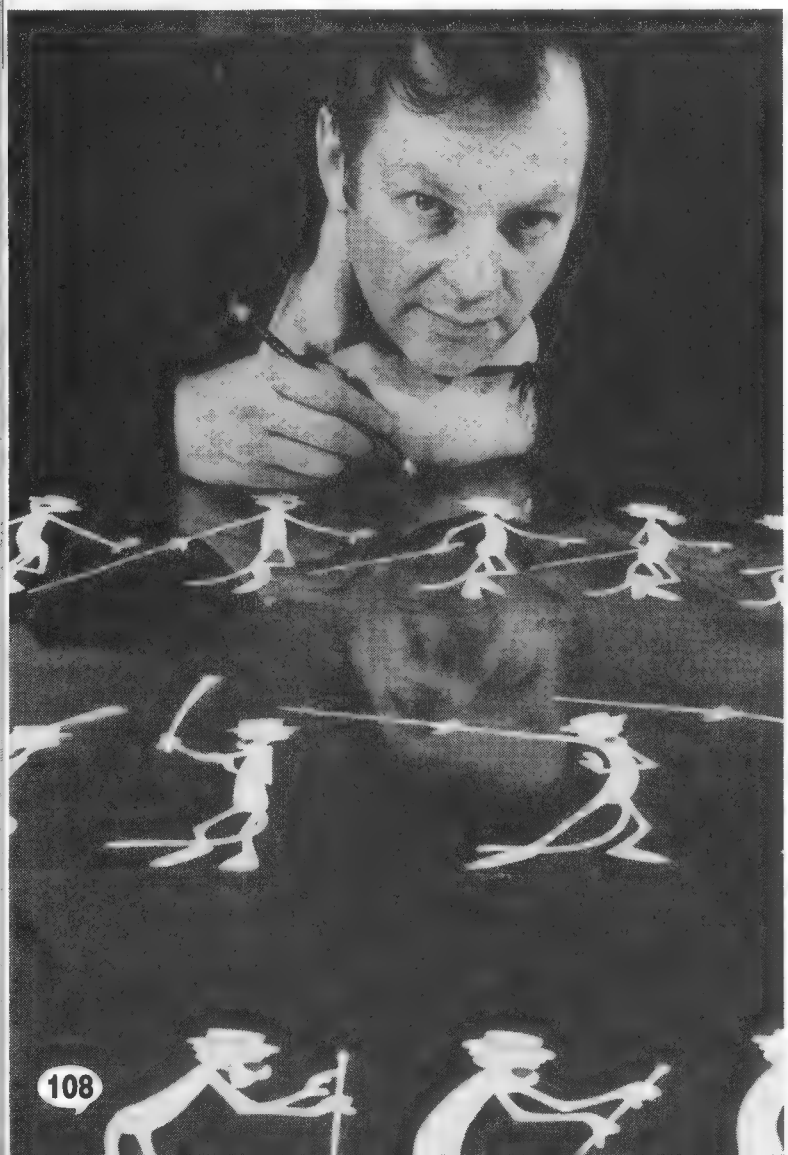
Promotional poster image courtesy Everett Collection

The first Pink Panther cartoon got its own theatrical promotional poster, a rarity for a short subject.

tery that would become the hallmarks of the series, a series that gave Peter Sellers one of his most famous film roles. Moreover, the film's instrumental theme became a hit for composer Henry Mancini, who earned an Oscar nomination for best original score.

But two other men also contributed to the success of The Pink Panther — at least as far as the opening credits were concerned: David H. DePatie and Friz Freleng. In 1963, Warner Bros. closed its animation studios, as Freleng, one of the company's greatest animation directors, and DePatie, who served as studio head during the animation studio's final years, formed their own production company and leased the studio's facilities. Edwards called on DePatie-Freleng to create the opening titles for *The Pink Panther*, which introduced the pink-colored, elegant feline. The animated opening titles would become another hallmark of the series and psych up movie audiences for what would follow.

Animators on the Pink Panther cartoons and animated commercials included Richard Williams (below).



In 1964, United Artists commissioned DePatie-Freleng to create a series of animated shorts starring The Pink Panther, since the character had great potential as a cartoon star.

Most of the cartoons would rely more on physical humor than on dialogue (Rich Little provided The Pink Panther's voice in some early cartoons but without much success). The first Pink Panther cartoon, 1964's "The Pink Phink" (directed by Freleng), would pit him against a house painter who preferred to paint in any color but pink. The shorts were off and running; in 1965, "The Pink Phink" won an Academy Award for Best Animated Short. By that time, Freleng handed direction to such talents as Hawley Pratt (who directed the 1966 Oscar-nominated short "The Pink Blueprint"), Gerry Chiniquy, and Art Davis, who worked with Freleng at Warners'.

Several months after *The Pink Panther* was released, Edwards and Sellers reunited for *A Shot in the Dark*, adapted from the Broadway play by Harry Kurnitz and Marcel Achard by Edwards and William Peter Blatty. Inspector Clouseau attempts to clear a housemaid (Elke Sommer) of murder, and the film introduced both Clouseau's long-suffering superior, Chief Inspector Charles Dreyfus (Herbert Lom), and Oriental servant, Kato (Burt Kwouk). Like *The Pink Panther*, *A Shot in the Dark* delivered non-stop laughs in a story of mystery and suspense.

It was a decade before Edwards and Sellers teamed for another Pink Panther film, but the animated star continued to appear in theaters. UA and DePatie-Freleng also launched a four-year series of "Inspector" animated shorts based on the Clouseau character; Pat Harrington Jr., one of Steve Allen's comic sidekicks during the '50s (and, later, a co-star on the '70s sitcom *One Day at a Time*), provided the voice of the animated Inspector.

In 1968, UA released *Inspector Clouseau* — without Edwards' or Sellers' involvement. Despite the talents of star Alan Arkin (as Clouseau) and director Bud Yorkin, nothing could make *Inspector Clouseau* a hit at the box office. Besides, there was only one Inspector Clouseau in the eyes of moviegoers — and Sellers was working on a number of non-Clouseau films that year, including the Edwards-directed *The Party*.

In the fall of 1969, five years after he made a splash on the big screen, The Pink Panther got his own Saturday morning TV show on NBC; the series — which lasted for nearly a decade, including a final season on ABC in 1978-79 — combined the Pink Panther theatrical cartoons with, not only cartoons starring

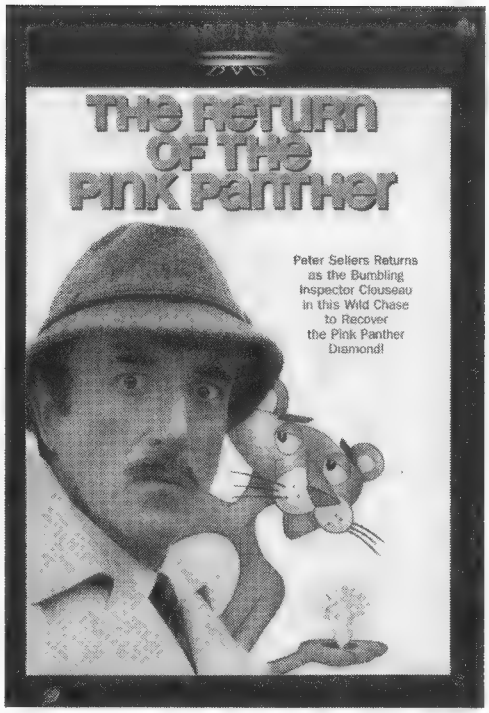
The Inspector, but such later DePatie-Freleng characters as The Ant and the Aardvark. In later seasons, new made-for-TV cartoons were added, including ones starring Misterjaws, a German-speaking shark who was voiced by Arte Johnson. After The Pink Panther's Saturday morning TV show ended in 1979, the pink feline appeared in a series of prime-time TV specials during the late '70s and early '80s.

In 1975, 11 years after *A Shot in the Dark*, Edwards and Sellers reunited for *Return of The Pink Panther*, in which Clouseau matched wits with The Phantom (this time, played by Christopher Plummer) while searching for the Pink Panther gem. The film's success led to 1976's *The Pink Panther Strikes Again*, in which Chief Inspector Dreyfus, driven insane by Clouseau's actions, tries to get rid of him — resulting in a film that ranks as one of the best in the careers of both Edwards and Sellers. Both *The Return of The Pink Panther* and *The Pink Panther Strikes Again* benefited from the opening titles created by Oscar-winning animation director Richard Williams, who would make a major contribution to 1988's *Who Framed Roger Rabbit*.

In 1978, Edwards and Sellers teamed again for *Revenge of The Pink Panther*, in which Clouseau tries to capture the European mob bosses who tried unsuccessfully to kill him, with the aid of a secretary (Dyan Cannon). One of the year's top-grossing films, it would be Peter Sellers' last Pink Panther film ever — sort of.

In August 1980, more than six months after being nominated for an Academy Award for his work in *Being There* (1979), Sellers died of a heart attack. Nevertheless, Edwards felt that the series still had possibilities. In 1982, a year after MGM bought UA, *Trail of The Pink Panther* was released, combining previously unreleased footage of Sellers with clips and outtakes from past films. The following year saw the release of *Curse of The Pink Panther*, in which an American police detective (Ted Waas) is sent to France to find the missing Clouseau. The critical and box office failure of both films demonstrated that nobody could replace Sellers in the eyes of moviegoers — and trying to carry on the series without him was a poor risk. It should be noted that these two films marked the last screen appearances of David Niven, who died in 1983. (With Niven too ill to speak his lines, Rich Little dubbed his voice.)

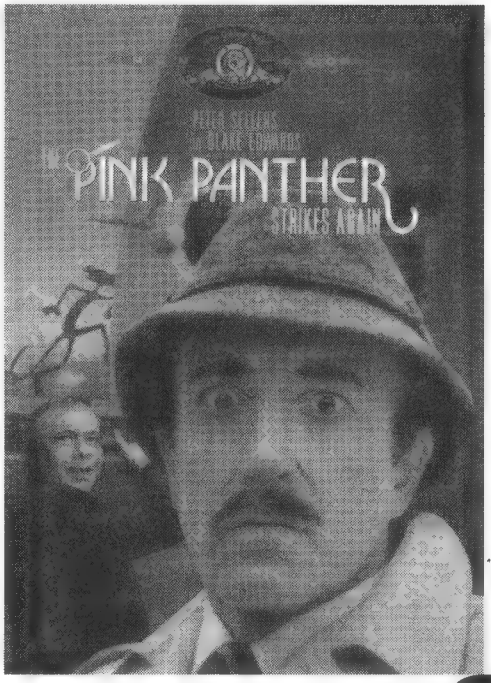
For the majority of the 1980s, The Pink Panther's screen work was limited to TV commercials for Owens-Corning, with animation provided by Richard Williams, while his theatrical cartoons were being shown in syndication and on cable. In 1989, UA produced an unsold TV pilot starring The Pink Panther that combined live-action and animation — and even had the cartoon feline speaking.



When Blake Edwards decided to revive the series with 1993's *Son of The Pink Panther*, in which Clouseau's alleged son (Roberto Benigni) attempts to rescue a Middle Eastern princess from kidnappers, the film turned out to be a major letdown, a low point in the career of Benigni, the future Oscar-winning star of 1998's *Life Is Beautiful*. *Son of The Pink Panther* also featured one of Henry Mancini's last film scores. Also in 1993, a syndicated *Pink Panther* TV series was introduced, with Matt Frewer providing the Panther's voice, but it lasted only two years. In 1995, The Pink Panther starred in the theatrical short "Driving Mr. Pink," which was paired with the animated film *The Pebble and the Penguin*.

Most of the Pink Panther movies are available on DVD. A boxed set was released in 2004.

A new version of *The Pink Panther*, starring Steve Martin as Inspector Clouseau, is now in post-production, scheduled for theatrical release in 2005. How the film — and Martin's portrayal of Inspector Clouseau — will fare when it arrives in movie theaters remains to be seen. In the meantime, the animated character remains a classic character, a show-business original, like the creative talents who helped make him that way.



ACTION FIGURE & TOY MARKET REPORT

by MARC PATTEN

1 Marvel Legends Series 7

Toy Biz

Still the king of the keep, Marvel Legends continues to plow over all competitors

Recent prices reported
$70 Vision (clear chase variant)
$35 Hawkeye
$25 Apocalypse
$15 Ghost Rider
$30 Vision (regular)
$15 Iron Man Silver Centurion
$12 Wolverine as Weapon X
$45 Giant Man (chase figure)

2 The Incredibles

Hasbro/Disney

Happiness is a Frozone figure sitting on your shelf. Samuel Jackson is the man. The Disney Stores have an entire exclusive line of action figures that are flying out the door, and the Jack Jack talking plush toy is absolutely hysterical.

Recent prices reported
Disney Exclusives
$15 Mr. Incredible
$15 Frozone
$10 Mrs. Incredible and Jack Jack
$17 Violet
$15 Dash
$15 Syndrome

3 Star Wars

Hasbro

There are 38 Original Trilogy figures released on the black cards, and, now that fans see an end in sight, they want them all.

Recent prices reported
3 3/4-inch figures
$20 Darth Vader (Original Trilogy — Vintage Packaging)
$30 C-3PO (Original Trilogy — Vintage Packaging)
$25 Boba Fett (Original Trilogy — Vintage Packaging)
$25 Stormtrooper (Original Trilogy — Vintage Packaging)
$20 Lando Calrissian (Original Trilogy — Vintage Packaging)
$14 Lando General General Madine Leia Bespin (Original Trilogy basic series)

4 Marvel Legends Series 6

Toy Biz

Still tough to find, Series 6 is still in demand as no new waves of this series have arrived for the holidays

Recent prices reported
$75 Dark Phoenix
$35 Phoenix
$35 Deadpool
$30 Juggernaut
$30 Cable (Brown Pants Variant)
$60 Fantastic Four Gift Set (Mr. Fantastic, Invisible Woman, Human Torch, The Thing, Dr. Doom, Franklin Richards, and Herbie the Robot)

5 2004 Convention Exclusives

The demand for the cooler figures from the summer conventions is still thriving, as some figures have taken a small drop in price, but not much

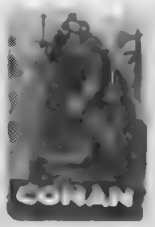
Recent prices reported
Batman Unmasked Batman Classic Series (Mattel)
$45 Regular Version (Pulling mask off)
$100 Bruce Wayne Unmasked Version
$200 Battle Damaged Unmasked Version
$65 She-Ra Masters of the Universe (Mattel)
$50 Quentin Tarantino as Crazy 88 Kill Bill (NECA)
$25 Silver Anniversary Sand Trooper Star Wars (Hasbro)
$25 Mirror Universe Scotty Star Trek (Art Asylum)

6 Conan

McFarlane Toys

After a stellar comics revival, Conan slashes his way onto the toy list with the first wave of toys produced by McFarlane.

Recent prices reported
$12 Skiffi Vanir Warrior
$18 Svadun Female Warrior
$22 Belit Stygian Priestess Female Warrior
$16 Conan of Cimmeria
$16 Conan the Indomitable
$12 Fire Dragon



7 Batman: Dark Knight Returns

DC Direct

This is a toy series that will stand the test of time. Even though the big sellers are still Supes and Bats, the whole series is still popular with collectors.

Recent prices reported
$22 Batman
$22 Superman
$12 The Joker
$11 Robin (Carrie Kelly)

8 Charmed Series 1

SOTA Toys

The Halliwell sisters are a force to be reckoned with as these perfect likenesses of Alyssa Milano, Rose McGowan, and Holly Marie Combs from the hit series show no signs of slowing down.

Recent prices reported
$16 Piper (red shirt)
$22 Piper (white shirt variant)
$16 Phoebe (white shirt)
$22 Phoebe (red outfit variant)
$16 Paige (pink top, white skirt)
$22 Paige (green top, pink skirt variant)
$17 Beththezor

9 Teen Titans

DC Direct

Blackfire sits, while Robin Deathstroke and Wonder Girl shine bright. We can hope that Geoff Johns has plans for Starfire's abrasive older sister

Recent prices reported
$20 Robin (Tim Drake)
$20 Deathstroke the Terminator
$15 Wonder Girl (Cassie Sandsmark)
$7 Blackfire

10 Buffy Series 2

Diamond Select

Fans are beginning to get annoyed at all the variants to collect in this series, but they're buying them, anyway. Don't miss out on the signed Amber Benson variant.

Recent prices reported
$15 Tara ("New Moon Rising")
$15 Anya (Season 5)
$22 Anya (demon form)
$50 Tara ("Hush")
$17 Anya (Bunny Suit "Fear Itself")
$125 Tara (Triangle — Amber Benson signed variant)

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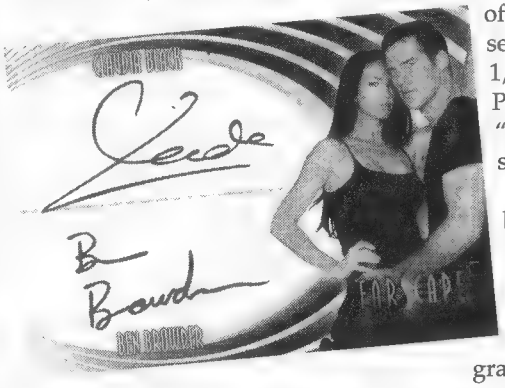
ENTERTAINMENT MARKET REPORT CARDS

Farscape autographs drop in from a wormhole near you

Rittenhouse Archives has announced the release of *Farscape: Through The Wormhole*. The 72-card set covers all four years of the award-winning science-fiction TV series. Each card features images and insight into the background and lives of John Crichton, Aeryn Sun, D'Argo, Chiana, Zhaan, Rygel, Pilot, Scorpius, Jool, Sikozu, Stark, and others. The series also includes 37 different autograph cards (two per display box). Every autograph card is limited to no more than 500 cards. Signers for this series include both cast members and guest stars, and include:

Claudia Black (Aeryn Sun), Gigi Edgley (Chiana), Anthony Simcoe (D'Argo), Carmen Duncan (Leslie Crichton), Justin Monjo (Writer/Producer), Alyssa-Jane Cook (Gilina), Claudia Karvan (Natira), Natalie Mendoza (Lishala), Imogen Annesley Niem (Peacekeeper Barbie), Felicity Price (Princess Katralla), Alex Dimitriades (Lt. Velorek), Alyson Standen (Ennixx), Chris Haywood (Kyvan), Anna Lise Phillips (Young Nilaam), Susan Lyons (Sierjna), Anthony Hayes (Molnon), Lisa Hensley (Matala), David Franklin (Braca), Wayne Pygram (Scorpius), Raelee Hill (Sikozu), Paul Goddard (Stark), Rhys Muldoon (Staanz), Nick Tate (R. Wilson Monroe), Felix Williamson (Prince Clayvor), Marta Dusseldorp (Officer Yal Henta), Rachel Gordon (Lo'Laan), Tina Bursil (Empress Novia), Matt Day (Councilor Tyno), Mark Mitchell (Mu-Quillus), Victoria Longley (Pathfinder Neeyala), Barry Otto (Dr. Tumii), Jeremy Sims (Rorf), Angie Milliken (Volmae), Jamie Croft (Young John Crichton), and Darlene Vogel (Lorana). Each autograph card in the set is limited to 500 or less.



The set also includes several subsets, each featuring a story, characters, or images from across the four years of the series. The sets include: 22-card set "The Quotable Farscape: Season 1," the 18-card set "Farscape: Peacekeeper Wars," nine Sean Pence "ArtiFEX" cards, and the nine-card sub-set, "Crichton's Women."

Dual-Autograph Cards signed by Ben Browder with Claudia Black and Virginia Hey with Paul Goddard are also randomly inserted in the packs. The collector's album features an exclusive autograph card from Bianca Chiminello (Jenavian Charto) from the three-part episode "Look at the Princess."

The *Farscape: Through the Wormhole* entertainment card set is scheduled to ship Dec. 8. Cards are packed five cards per pack, 40 packs per display box, and 12 display boxes per case. Each pack has a suggested retail price of $2.10.

Angel Season 5
Inkworks 2004

Set (90)	14.00
Card	.20
Breaking The Circle (9)	40.00
The Last Days (6)	40.00
Boxtopper Set (3)	15.00
Champions Case Topper	40.00
Amy Acker top Pw	40.00
Amy Acker pants Pw	35.00
David Boreanaz shirt PW	35.00
Alexis Denisof shirt Pw	25.00
J. August Richards shirt PW	25.00
James Marsters shirt Pw	40.00
Andy Hallett shirt Pw	25.00
Mercedes McNab Autograph	60.00
David Fury Autograph	20.00
Adam Baldwin Autograph	50.00
Vincent Karheiser Autograph	55.00
Marc Vann Autograph	20.00
Jonathan Woodward Auto.	25.00
Alec Newman Autograph	25.00
Tom Lenk Autograph	40.00
Eyal Podell Autograph	20.00
Camden Toy Autograph	25.00
Jennifer Griffin Autograph	20.00
Gary Grubbs Autograph	20.00

Buffy tVS: Big Bads
Inkworks 2004

Set (72)	18.00
Card	.25
Seasons of Evil set (9)	45.00
The Other Side Set (6)	40.00
Triple Threat Boxloaders (3)	15.00
Bad Boys Casetopper card	50.00
James Marsters T-shirt PW	50.00
Andy Umberger robe PW	20.00
George Hertzberg pants PW	25.00
Kali Rocha top PW	30.00
Adam Busch jacket PW	30.00
Adam Busch jacket PW	30.00
Ashanti pants PW	25.00

Buffy tVS: Women of Sunnydale
Inkworks 2004

Set (90)	16.00
Card	.25
Fashion Emergency (9)	45.00
Ladies Choice Set (6)	40.00
Double Lives Box Loader Set (3)	15.00
Working Girl Case Loader Card	50.00
Tara Figure Redemption Card	80.00
Sarah M. Gellar pants PW	45.00
Juliet Landau dress Pw	30.00
Emma Caulfield dress PW	20.00
Amber Benson shirt Pw	45.00
M. Trachtenberg jeans PW	50.00
S. M. Gellar HC dress	25.00
Amber Benson Autograph	70.00
Juliet Landau Autograph	80.00
Kristine Sutherland Autograph	50.00
Clare Kramer Autograph	60.00
Kali Rocha Autograph	40.00
Bianca Lawson Autograph	45.00
Sharon Ferguson Autograph	45.00
Paige Moss Autograph	30.00
Elizabeth Anne Allen Autograph	30.00
Robia La Morte Autograph	50.00
Marti Noxon Autograph	30.00
Iyari Limon Autograph	65.00

Catwoman
Inkworks 2004

Set (72)	14.00
Card	.25
Fearless Set (9)	45.00
Cat Vision Set (6)	40.00
Boxtopper Set (3)	15.00
Casetopper Card	40.00
Halle Berry leather pants PW	75.00
Halle Berry jeans Pw	40.00
Halle Berry sweater Pw	45.00
Benjamin Bratt sweater PW	30.00
Sharon Stone pajamas PW	40.00
Berry jog suit top PW	60.00
Berry jog suit bottom PW	40.00
Lambert Wilson tuxedo PW	20.00
Berry blue top PW	60.00
Berry patterned top PW	50.00
Berry pants PW	40.00
Benjamin Bratt T-shirt PW	30.00
Lambert Wilson Autograph	25.00
Alex Borstein Autograph	20.00
Michael Massee Autograph	20.00
Kim Smith Autograph	40.00
Byron Mann Autograph	20.00
Peter Wingfield Autograph	20.00

Chronicles of Riddick
Rittenhouse Archives 2004

Set (72)	14.00
Card	.25
Pitch Black (18)	18.00
Casting Call (9)	23.00
Vin Diesel Autograph	120.00
Judi Dench Autograph	35.00
Karl Urban Autograph	35.00
Keith David Auto	35.00
Colm Feore Autograph	30.00
Alexa Davalos Auto	40.00
Thandie Newton Auto	45.00
Radha Mitchell Auto (Binder)	50.00
Keith David Auto Case Topper	50.00

Conan The Barbarian
Rittenhouse Archives 2004 *

Set (9)	20.00

* sold only as a complete set with 999 sets issued

Conan: Art of Hyborian Age
Rittenhouse Archives 2004

Set (72)	14.00
Card	.25
Ode to the Cimmerian Set (12)	12.00
Savage Sisterhood (9)	20.00
Rise of the King Set (6)	55.00
Stan Lee Autograph Card	50.00
Michael Kraiger Sketch	50.00
Geoff Isherwood Sketch	60.00
Dan Day Sketch Card	60.00
David Day Sketch Card	60.00
Mark Pennington Sketch Card	75.00

Disney Holiday Treasures
Upper Deck 2004

Set (50)	20.00
Card	.20
Sketch card	100.00
Figurine	15.00

Disney-Pixar Treasures
Upper Deck 2004

Set (100)	15.00
Card	.20
Outtakes Set (10)	20.00
Now You Know Trivia (10)	25.00
Reel Piece of History Film Card	25.00

Disney Treasures
Upper Deck 2003

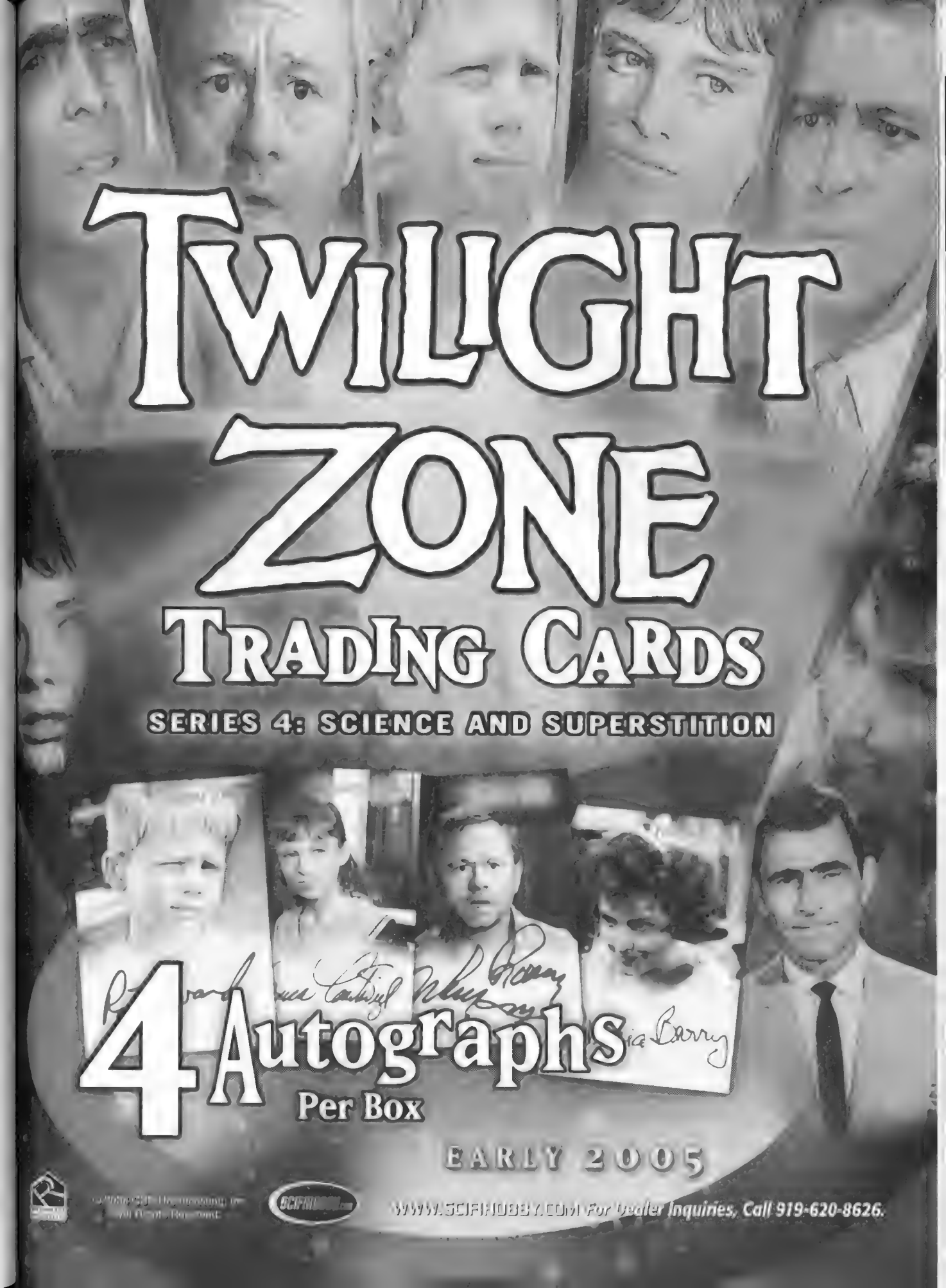
Set (99)	15.00
Card	.20
Mickey Mouse Filmography	30.00
Snow White & Seven Dwarfs	25.00
Reel Piece of History Card	10.00
Sketch Card	100.00

Disney Treasures Series 2
Upper Deck 2004

Set (100)	14.00
Card	.20
Donald Duck Filmography (45)	30.00
Pinnochio Set (10)	28.00
Reel Piece of History Card	20.00

Disney Treasures Series 3
Upper Deck 2004

Set (99)	14.00
Card	.20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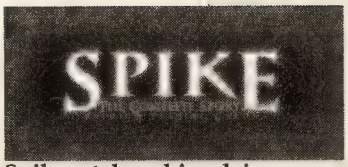
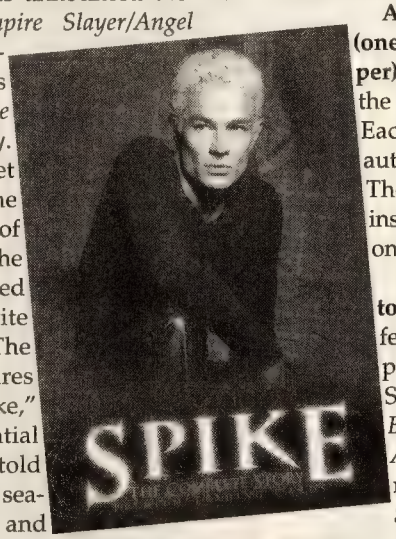


Spike stakes his claim on your heart and wallet

Inkworks has announced the first *Buffy the Vampire Slayer/Angel* crossover trading-card series — *Spike: The Complete Story*. The 72-card set showcases the complete story of how "William the Bloody" evolved into fan-favorite "Spike." The series features "Becoming Spike," the sequential story as told throughout the seasons of *Buffy* and *Angel*, in three storyline segments — "Ladies' Man," "Bloody Pains," and "Spike Speak." The set also includes Autograph and Pieceworks chase cards:



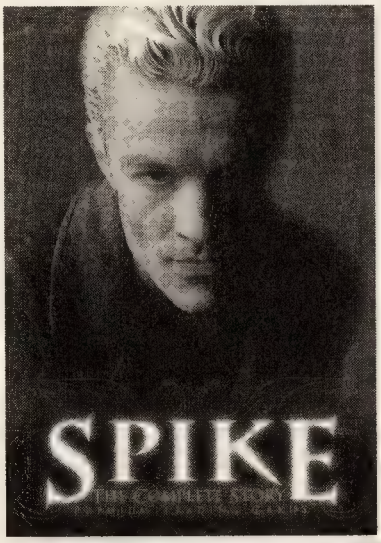
Autograph Cards (one per box): James Marsters (Spike), Juliet Landau (Drusilla), Julie Benz (Darla), Mercedes McNab (Harmony), K.D. Aubert (Slayer Nikki Wood), Kali Rocha (Cecily Adams), George Hertzberg (Adam), Steven W. Bailey (Soul Demon), James Leary (Clem), Simon Templeman (Pavayne). There are also randomly inserted variant versions of every card in the set autographed by Marsters. Each autographed variant is embossed with the "Inkworks Authentic" seal.

Artist's Autograph Card (one per case, not a case topper): A special card featuring the painting, "Heart & Soul." Each card is individually autographed by Boris Vallejo. These cards are randomly inserted into packs at a rate of one per case.

Pieceworks Cards (rarity to be determined): Two different cards featuring actual pieces of the leather coat Spike wore throughout *Buffy the Vampire Slayer* and *Angel*. One card commemorates the *Buffy the Vampire Slayer* series. One card commemorates the *Angel* series. There are also randomly inserted variant versions of each card autographed by Marsters. Each autographed variant will have an "A" as part of the card number to authenticate each autographed version.

Other special sub-sets include "Heart & Soul," a nine-card foil-embossed puzzle featuring original painted art by fantasy artist Boris Vallejo; "Spike + Buffy," a six-card set featuring the love/hate/love story fans crave; three "Hero's Journey" box-loader cards (one per sealed display box); plus a special case loader card (one per sealed case). Inkworks will also make available a limited series of 299 sequentially numbered mini-press sheets of the "Heart & Soul" set (each for $69.95) and a *Spike: The Complete Story* collector's card album ($19.95)

The *Spike: The Complete Story* premium entertainment card set is scheduled to ship in February 2005. Cards are packed six per pack, 36 packs per display box, and 12 display boxes per case. Each pack runs $2.49.



Winnie the Pooh Film. (45)	30.00
Silly Symphonies (9)	30.00
Reel Pieces of History Card	20.00
Reel Pieces of History Patch	50.00
Enterprise Season 3	
Rittenhouse Archives 2004	
Set (75)	12.00
Card	.20
MACOs In Action (9)	14.00
First Contact Set (9)	28.00
Enterprise Crew card	10.00
Ultimate Jolene Set (9)	100.00
Case Topper Sketch T'Pol	65.00
Case Topper Sketch Hoshi	65.00
Connor Trinneer Autograph	80.00
Casey Biggs Autograph	15.00
Rick Worthy Autograph	15.00
Scott MacDonald Autograph	15.00
Tucker Smallwood Autograph	15.00
Randy Oglesby Autograph	15.00
Nikita Ager Autograph	20.00
Emily Bergl Autograph	15.00
Robert Rusler Autograph	15.00
Steven Culp Autograph	20.00
Noa Tishby Autograph	15.00
Daniel Dae Kim Autograph	15.00
Julia Rose Autograph	20.00
Sean McGowan Autograph	15.00
Marco Sanchez Autograph	15.00
Nathan Anderson Autograph	15.00
Scott Bakula Autograph	200.00
Fantasy Worlds of Irwin Allen	
Rittenhouse Archives 2004	
Set (100)	14.00
Card	.15
Sci-Fi Legends Set (21)	35.00
Openings Set (12)	20.00
Behind The Scenes (9)	65.00
Gallery Set (4)	160.00
Bill Mumy Autograph	75.00
Heather Young Autograph	20.00
Lee Meriwether Autograph	25.00
David Hedison Autograph	25.00
Bob May (case topper) Auto	50.00
Don Marshall Autograph	15.00
Marta Kristen Autograph	75.00
Robert Colbert Autograph	25.00
Deanna Lund Autograph	75.00
Angela Cartwright Autograph	25.00
Don Matheson Autograph	20.00
Mark Goddard Autograph	25.00
Gary Conway Autograph	25.00
Stefan Arngrim Autograph	15.00
Dick Tufeld Autograph	15.00
June Lockhart Autograph	30.00
Garbage Pail Kids 16th Series	
Topps 2003	
Set (80)	30.00
Sticker	.40
Foil Set (50)	40.00
Gum Sticker Set (60)	30.00
Garbage Pail Kids 17th Series (aka Series 2)	
Topps 2004	
Set (80)	24.00
Sticker	.25
Foil Set (50)	35.00
Scratch N Stink (12)	25.00
Garbage Pail Kids 18th Series (aka Series 3)	
Topps 2004	
Set (80)	24.00
Sticker	.25
Scratch 'N Stink (24)	40.00
Pop-Ups (10)	25.00
Foil Set (50)	35.00
Hellboy	
Inkworks 2004	
Set (72)	14.00
Card	.25
To Hell And Back Set (9)	45.00
Para. Research/Defense (6)	35.00
Boxtopper Set (3)	15.00
Case Topper Card	40.00
Ron Perlman Leather Coat	30.00
Perlman Pants Pw	20.00
Selma Blair Shirt Pw	40.00
Blair Coat Pw	35.00
Doug Jones Top Pw	25.00
Rupert Evans Pants Pw	20.00
John Hurt Shirt Pw	20.00
Hurt Vest Pw	30.00
Karel Roden Vest Robe PW	25.00
Biddy Hodson Top Pw	30.00
Hodson Pants Pw	20.00
Ladislav Beran Shirt Pw	20.00
Ron Perlman Autograph	75.00
Doug Jones Autograph	25.00
Karel Roden Autograph	25.00
John William Johnson Auto	25.00
Mike Mignola Autograph	25.00
Rupert Evans Autograph	35.00
Justice League	
Inkworks 2003	
Set (81)	12.00
Card	.25
Friends and Foes (18)	11.00
World's Greatest SH (9)	30.00
ActionWorks (7)	40.00
Case Topper Lenticular	40.00
Bruce Timm Autograph	50.00
Smallville Season Three	
Inkworks 2004	
Set	15.00
Generations Set (9)	45.00
Departures Set (6)	40.00
Box Loader Set (3)	20.00
Case Loader Card	40.00
Case Loader Comic Book	25.00
Tom Welling Pw shirt	25.00
Kristin Kreuk PW sweater	50.00
Allison Mack Pw shirt	60.00
Sam Jones III Pw shirt	15.00
Annette O'Toole PW shirt	35.00
John Schneider Pw shirt	20.00
Michael Rosenbaum PW shirt	25.00
Camille Mitchell Autograph	25.00
Michael McKean Autograph	60.00
William B. Davis Autograph	50.00
Jesse Metcalfe Autograph	30.00
Jonathan Taylor Thomas Auto	75.00
Felecia Bell-Schafer Autograph	20.00
Neil Flynn Autograph	20.00
Adrianne Palicki Autograph	40.00
Teryl Rothery Autograph	20.00
Spider-Man 2 Movie	
Upper Deck 2004	
Set (70)	18.00
Card	.25
Lenticular set (3)	15.00
Reel Action set (2)	45.00
Star Wars Heritage	
Topps 2004	
Set (120)	15.00
Card	.20
Foil Etched Set (6)	18.00
Mark Hamill Autograph	1500.00
Carrie Fisher Autograph	700.00
James Earl Jones Autograph	100.00
William O'Neil Sketch	85.00
Dimitri Patelis Sketch	80.00
Ron Randall Sketch	60.00
Chris Trevas Sketch	65.00
Ryan Benjamin Sketch	50.00
Jeff Carlisle Sketch	75.00
Paul Rudish Sketch	85.00
Joe Corroney Sketch	40.00
Dan Parsons Sketch	55.00
Sean Philips Sketch	40.00
Robert Teranishi Sketch	45.00
Brian Ching Sketch	150.00
John McCrea Sketch	35.00
Tom Hodges Sketch	40.00
Davidé Fabbri Sketch	40.00
Matt Busch Sketch	35.00
Randy Martinez Sketch	35.00
Wacky Packages, aka Series 17	
Topps 2004	
Set (55)	18.00
Clear Cling Set (9)	17.00
Tattoos Set (10)	24.00

10 from Jeph Loeb

Favorite covers of a fan favorite

Award-winning writer Jeph Loeb, when asked for a list of his 10 favorite comics covers, quickly compiled the list of covers shown here and on the next two pages.

Coming from a career in Hollywood (his credits include both *Teen Wolf* films as well as executive producer for *Model By Day*, co-producer for *Burglar*, and associate producer for *Commando*), Loeb's early comics work at DC included a *Challengers of the Unknown* mini-series (recently collected as *Challengers of the Unknown Must Die!*).

The artist on that project, Tim Sale, has worked with Loeb on many projects since then, including *Batman: The Long Halloween*, *Batman: Dark Victory*, *Superman for All Seasons*, a trio of *Batman Halloween Specials*, and the duo's latest DC project *Catwoman: When in Rome*. Over at Marvel, Loeb wrote a trio of "colorful" mini-series — *Spider-Man: Blue*, *Daredevil: Yellow*, and *Hulk: Gray* — with art by Sale. He also wrote for other Marvel titles, including *Uncanny X-Men Annual* #18, *Cable* #23, and *Wolverine/Gambit: Victims* #1-4.

Loeb has also written a few episodes of *Smallville*.

***Green Lantern* #87 (Jan 1972).** *Jeph Loeb began his list with this Neal Adams cover showing John Stewart as the latest Green Lantern.* **Orig. price: 25¢ Current NM value: $50**

***Superman* #243 (Oct 1971).** *Loeb wrote, "Also by Neal, Superman's kissing a girl who has long black hair like Lois, but you can tell by her costume she's not.* **Orig. price: 25¢ Current NM value: $18**

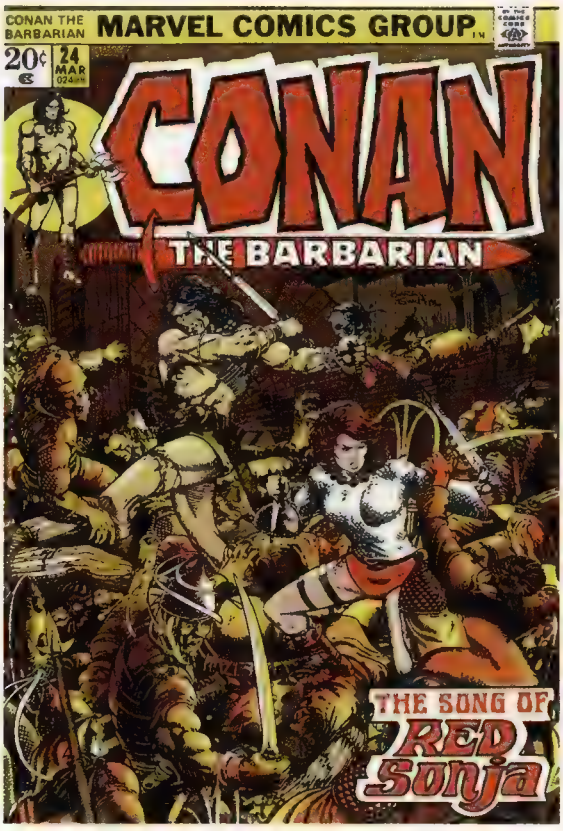
***X-Men* (1st series) #56 (May 1969).** *Loeb wrote, "By Neal too (it's a theme), where The Living Monolith is shattering the logo."*
Orig. price: 12¢ Current NM value: $72

***Nick Fury, Agent of S.H.I.E.L.D.* #1 (Jun 1968).** *"You can't go wrong with Steranko," Loeb wrote, referring to Jim Steranko's psychedelic cover.* **Orig. price: 12¢ Current NM value: $55**

***Silver Surfer* #4 (Feb 1969).** *Loeb picked this issue for "both the cover and the insides, Big John at his best." Big John, of course, is artist John Buscema.* **Orig. price: 25¢ Current NM value: $255**

Amazing Spider-Man* #50 (Jul 1967).** *"That's a gimme," Loeb wrote of the issue which inspired much of the* ***Spider-Man 2 *movie.* **Orig. price: 12¢ Current NM value: $575**

***Avengers King-Size Special* #2 (Sep 1968).** *Loeb wrote, "It's been done a lot, but I think this is the first and the best."*
Original price: 25¢ Current NM value: $26



***Conan the Barbarian* #24 (Mar 1973).** *Barry Smith's final issue prompted Loeb's comment: "Smith was never better and never touched this height again."* **Orig. price: 25¢ Current NM value: $16**

***Fantastic Four* #51 (Jun 1966).** *Loeb wrote that he "had a chance to buy this cover back in the day and I've been kicking myself for passing ever since!"* **Orig. price: 12¢ Current NM value: $50**

***Fantastic Four* #92 (Nov 1969).** *Loeb completed his list with what he described as, "Just my favorite cover. 'Nuff said."*
Orig. price: 15¢ Current NM value: $27

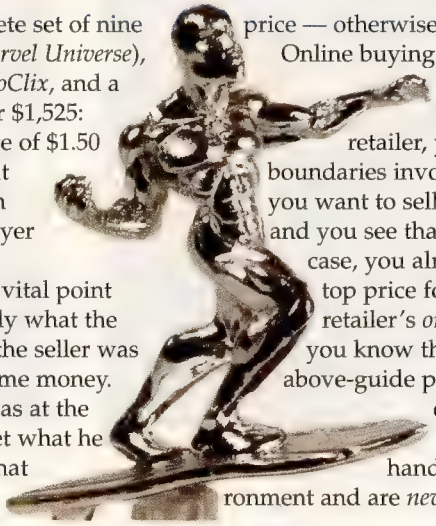
HEROCLIX MARKET REPORT

by JAMES MISHLER

Riding the waves of online sales

On Nov. 9, a seller on eBay sold a complete set of nine *HeroClix* base sets (all the sets except for *Marvel Universe*), plus **Galactus**, a handful of British *Indy HeroClix*, and a number of other Limited Edition figures, for $1,525: almost 1,000 figures altogether, at an average of $1.50 each — including **Galactus**! The seller might consider that a deal or a steal, depending on what he was looking to get out of it. The buyer almost certainly considered it a deal!

What the sale illustrates to everyone is a vital point when selling online: In the end, a deal is only what the seller and the buyer *make* of it. In this case, the seller was looking to get out of the game and make some money. Once he consigned his figures to eBay, he was at the whim of circumstance whether he would get what he considered a fair price. It is almost certain that the bidder thought he was getting a fair price — otherwise, he would not have bid.



Online buying and selling is very different from dealing with a local retailer. When you buy or sell involving your local retailer, you generally know the general boundaries involving what you are dealing with. If you want to sell your Limited Edition **Hal Jordan** and you see that the retailer already has four in his case, you already know you aren't going to get top price for it. Similarly, if you want to buy a retailer's *only* Limited Edition **Witchblade**, you know that you are unlikely to talk his above-guide price down to something you consider more reasonable.

Online auctions, on the other hand, exist in a swiftly changing environment and are *never* a sure thing, for sellers *or* buyers.

Ranks: R=Rookie; E=Experienced; V=Veteran; U=Unique
Rarity: 1=most common; 6=most rare

HYPERTIME
(130 FIGURES)

	Hypertime Set	185.00
	Hypertime Starter Pack	18.00
	Hypertime Booster Pack	7.00
	Rarity 1 figure	0.90
	Rarity 2 figure	1.75
	Rarity 3 figure	3.00
	Rarity 4 figure	4.00
	Rarity 5 figure	4.50

#	FIGURE NAME	RK/R	
108	Batman	V/5	5.25
129	Batman	U/6	23.00
120	Brainiac 13	V/5	5.00
127	Catwoman	U/6	19.00
124	Comm. Gordon	U/6	12.50
123	Darkseid	U/6	19.00
122	Desaad	U/6	14.50
128	Flash	U/6	25.00
71	Gorilla Grodd	E/4	4.50
99	Joker	V/5	5.25
126	Joker	U/6	19.50
121	Parasite	U/6	12.25
111	Superman	V/5	5.25
130	Superman	U/6	25.00
125	The Key	U/6	11.50

COSMIC JUSTICE
(96 FIGURES)

	Cosmic Justice Set	235.00
	Booster Pack	7.00
	Rarity 1 figure	0.75
	Rarity 2 figure	1.90
	Rarity 3 figure	2.80
	Rarity 4 figure	3.75
	Rarity 5 figure	5.00

#	FIGURE NAME	RK/R	
88	Amazo	U/6	25.00
94	Batgirl	U/6	19.00
95	Batman (Vampire)	U/6	24.00
86	Bizarro	U/6	19.50
87	Brother Blood	U/6	14.50
93	Catgirl	U/6	18.00
91	Despero	U/6	20.00
90	Eclipso	U/6	15.00
89	Lex Luthor	U/6	17.00
85	Martian Manhunter	U/6	25.00
92	Mordru	U/6	13.00
96	Superman	U/6	30.00

UNLEASHED
(97 FIGURES)

	Unleashed Set	235.00
	Booster Pack	7.25
	Rarity 1 figure	1.00
	Rarity 2 figure	2.00
	Rarity 3 figure	3.00
	Rarity 4 figure	4.00
	Rarity 5 figure	5.00

#	FIGURE NAME	RK/R	
97	Bat Sentry	U/Ch	32.00
94	Batman	U/6	27.00
88	Captain Marvel	U/6	27.00
87	Kilowog	U/6	18.75
96	Magog	U/6	26.00
85	Metallo	U/6	23.00
92	Mr. Bones	U/6	15.75
91	Nu'bia	U/6	16.50
90	Silver Swan	U/6	16.75
78	Supergirl	V/5	5.50
95	Superman	U/6	40.00
86	The General	U/6	18.00
89	Ultrahumanite	U/6	16.75
93	Wonder Woman	U/6	28.00

SPECIAL SETS & PROMOS

Hypertime Premier Box			25.00
D01	Sinestro		19.50
#	PROMO FIGURES SET		
BM1	Batman	pr	15.00
131	Carter Hall	HT	12.75
132	Dr. Harleen Quinzel	HT	13.00
133	Selina Kyle	HT	14.00
134	Kirk Langstrom	HT	11.00
135	Eddie Nashton	HT	14.75
136	Jervis Tetch	HT	8.50
137	Thomas Oscar Morrow	HT	7.50
138	Arthur Curry	HT	20.00
139	Ted Kord	HT	25.00
140	Michael Jon Carter	HT	20.00
141	Superman	HT	23.00
201	Little Sure Shot	CJ	11.25
202	4-Eyes	CJ	11.50
203	Pharzoof	CJ	50.00
204	Valinus	CJ	11.25
205	Hope	CJ	11.25
206	Eddie Carlin	CJ	14.50
207	Gen. Frank Rock	CJ	11.50
208	Oswald Cobblepot	CJ	25.00
209	Manhunter 2.0	CJ	13.75
210	Hippolyta Trevor-Hall	CJ	13.25
211	Pamela Isley	CJ	19.50
212	Dinah Lance	CJ	21.00
213	Oliver Queen	CJ	24.00
214	Donna Troy	CJ	14.25
215	Rokk Krinn	CJ	14.75
216	Garth Ranzz	CJ	14.50
217	Imra Ardeen	CJ	14.75
218	Yrra Cynril	CJ	28.00
219	Zatanna Zatara	CJ	14.50
220	Sandra Wu-San	CJ	14.75
221	Green Lantern (phasing)	CJ	14.75
222	Atom	CJ	35.00
223	Plastic Man	CJ	25.00
201	Cameron Chase	UN	17.00
202	Montgomery Kelly	UN	17.50
203	Matches Malone	UN	22.00
204	Shvaughn Erin	UN	18.50
205	Jason Burr	UN	15.00
206	Kendra Saunders	UN	17.50
207	Querl Dox	UN	15.00
208	Jonathan Crane	UN	17.50
209	Floyd Lawton	UN	15.00
210	Harvey Dent	UN	19.50
211	Jade	UN	17.50
212	Dmitri Pushkin	UN	17.75
213	Richard Swift	UN	15.50
214	Trigon's Daughter	UN	15.00
215	Jesse Chambers	UN	19.00
216	Hector Hall	UN	19.75
217	Maxima of Almerac	UN	21.00
218	Kara Zor-El	UN	22.00
219	Teth-Adam	UN	22.00
220	Hal Jordan	UN	50.00
221	Shazam!	UN	24.00
222	Catwoman	UN	25.00

INDY HEROCLIX
(96 FIGURES+24 ALTS.)
NOTE: Figure #s 37e-60e are available in European release only, replacing U.S. figures #37-60.

	Indy HeroClix Set	158.75
	Starter Pack	20.00
	Booster Pack	7.00
	Rarity 1 figure	0.80
	Rarity 2 figure	1.50
	Rarity 3 figure	2.50
	Rarity 4 figure	4.00
	Rarity 5 figure	5.00

#	FIGURE NAME	RK/R	
90	Abbey Chase	U/6	17.50
94	Angelus	U/6	16.00
27	Aphrodite IX	V/3	3.00
86	Arwyn	U/6	16.00
96	Cyblade	U/6	14.50
88	Hecate	U/6	14.25
87	Hellboy	U/6	30.50
91	Judge Anderson	U/6	21.50
92	Judge Death	U/6	21.50
30	Magdalena	V/3	3.00
53	Major Maxim	E/3	3.00
85	Samandahl Rey	U/6	13.25
89	Shi	U/6	19.00
95	Siamese	U/6	13.00
47	The Darkness	E/3	3.00
93	Witchblade	U/6	20.00

PROMO FIGURES

#	PROMO FIGURES SET		
	Johnny Alpha	pr	15.50
	Judge Dredd	pr	15.00
201	Princess Ashleigh	IN	16.00
202	Tomoe Gozan	IN	13.50
203	Bajounte-Ka	IN	14.00
204	Keiko	IN	13.50
205	Akemi	IN	15.25
206	Spec Ops Savage	IN	15.00
207	Search/Destroy Agent Alpha	IN	25.00
208	Barbara Hershey	IN	17.00
209	Aphrodite	IN	15.00
210	Sister Magdalena	IN	15.00
211	Masahiro Arashi	IN	15.00
212	Lobster Johnson	IN	15.00
221	Witchblade	IN	21.00
222	Boon	IN	13.25
223	Arwyn	IN	14.00

INFINITY CHALLENGE
(150 FIGURES)

	Infinity Challenge Set	210.00
	Starter Pack	20.00
	Booster Pack	7.00
	Rarity 1 figure	0.75
	Rarity 2 figure	1.50
	Rarity 3 figure	2.50
	Rarity 4 figure	3.00
	Rarity 5 figure	5.00

#	FIGURE NAME	RK/R	
66	Annihilus	V/4	4.00
148	Captain America	U/6	17.00
147	Cyclops	U/6	13.50
144	Elektra	U/6	13.50
60	Hulk	V/4	4.00
146	Juggernaut	U/6	14.50
142	Nightmare	U/6	13.50
145	Professor Xavier	U/6	14.00
140	Quasar	U/6	13.00
57	Sabretooth	V/4	4.00
150	Spider-Man	U/6	26.00
144	Thanos	U/6	24.00

IT'S YOUR DESTINY

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www.heroclix.com

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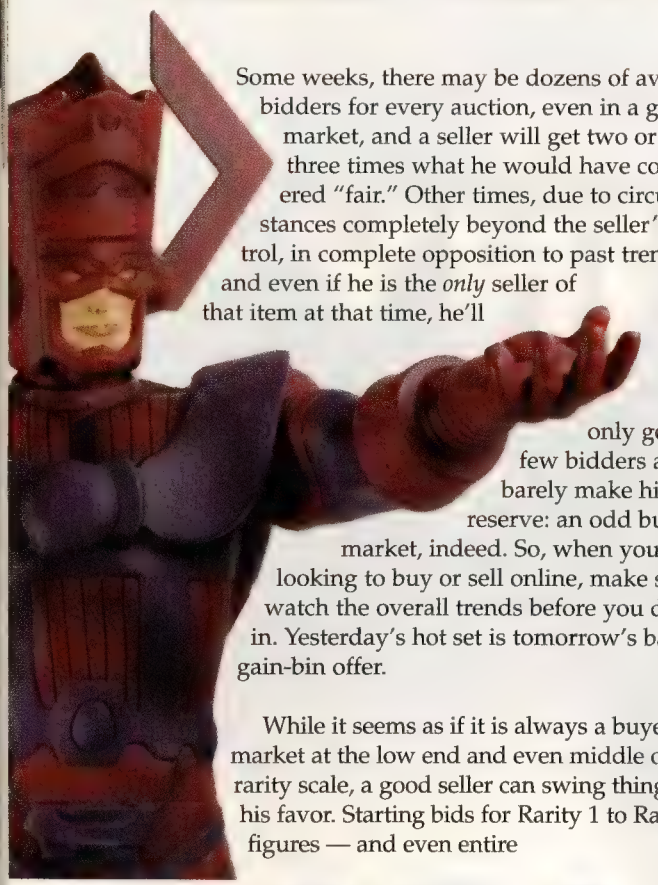
HEROCLIX MARKET REPORT



Some weeks, there may be dozens of available bidders for every auction, even in a glut market, and a seller will get two or even three times what he would have considered "fair." Other times, due to circumstances completely beyond the seller's control, in complete opposition to past trends and even if he is the *only* seller of that item at that time, he'll only get a few bidders and barely make his reserve: an odd buyer's market, indeed. So, when you are looking to buy or sell online, make sure to watch the overall trends before you dive in. Yesterday's hot set is tomorrow's bargain-bin offer.

While it seems as if it is always a buyer's market at the low end and even middle of the rarity scale, a good seller can swing things in his favor. Starting bids for Rarity 1 to Rarity 4 figures — and even entire Rookie/Experienced/Veteran runs of a character — can start at a single penny … and often end there. The trick with this type of sale lot is that the seller has already padded his shipping and handling costs to account for the *expected* low bid — and that is where the seller expects to make his profit. In this type of sale, it is important for the buyer to be aware of whether the seller offers to combine shipping on multiple winning auctions — since, if not, costs can quickly rise far beyond the value of the figures won.

At the high end, prices can jump all over the board, changing like the wind. In one week, **Galactus** is going for around $120 on eBay, while in the prior week it had sold for around $250! That's a 50% price fluctuation in only one week! With most Galactus figures available on eBay being "near mint" or even "mint in box," this variance is not due to quality, but almost solely due to the pool of bidders at the time: If demand is not high, a seller won't get a top price, *regardless* of the quality of the figure. However, deal sweeteners (such as the **Silver Surfer** or **Invisible Woman** or free shipping) can help increase bidder interest.

So, whenever you are involved in online sales, Rule #1 is to expect the unexpected — and remember that, for every great deal you get as a buyer, eventually the tide will turn, and you may have to smile through your teeth, as you ship off that **Galactus** you ended up selling for half of what you hoped to get.

#			
139	Vision	U/6	18.50
143	Wasp	U/6	12.50
149	Wolverine	U/6	21.00

UNIVERSE
(126 FIGURES)

	Universe Set	430.00
	Starter Pack	13.00
	Booster Pack (2 figs)	4.00
	Rarity 1 figure	1.00
	Rarity 2 figure	2.00
	Rarity 3 figure	3.00
	Rarity 4 figure	4.50

#	FIGURE NAME	RK/R	
124	Captain America	U/6	15.00
123	Cyclops	U/6	15.00
120	Elektra	U/6	12.00
060	Iron Man	V/4	5.75
122	Juggernaut	U/6	14.50
118	Nightmare	U/6	12.00
121	Professor Xavier	U/6	15.00
116	Quasar	U/6	11.50
126	Spider-Man	U/6	15.50
117	Thanos	U/6	20.00
115	Vision	U/6	16.25
119	Wasp	U/6	13.00
125	Wolverine	U/6	15.50

CLOBBERIN' TIME
(96 FIGURES)

	Clobberin' Time Set	295.00
	Booster Pack	8.00
	Rarity 1 figure	0.75
	Rarity 2 figure	1.75
	Rarity 3 figure	3.00
	Rarity 4 figure	4.00
	Rarity 5 figure	5.00

#	FIGURE NAME	RK/R	
78	Doctor Octopus	V/5	6.00
75	Dr. Doom	V/5	6.00
96	Enchantress	U/6	15.75
95	Medusa	U/6	13.50
89	Mojo	U/6	18.00
87	Moondragon	U/6	20.00
94	Mr. Fixit	U/6	18.25
86	Nick Fury	U/6	18.00
85	Nightcrawler	U/6	65.00
91	Red Skull	U/6	24.00
88	Spider-Man	U/6	28.00
92	Spiral	U/6	21.00
90	Super Skrull	U/6	21.00
63	Thor	V/5	6.00
93	Titania	U/6	16.50

XPLOSION
(96 FIGURES)

	Xplosion Set	205.00
	Booster Pack	7.25
	Rarity 1 figure	0.75
	Rarity 2 figure	1.50
	Rarity 3 figure	3.00
	Rarity 4 figure	4.00
	Rarity 5 figure	5.00

#	FIGURE NAME	RK/R	
88	Apocalypse	U/6	23.00
87	Deathbird	U/6	12.50
86	Elektra	U/6	13.25
89	Green Goblin	U/6	19.25
94	(Savage) Hulk	U/6	25.00
92	Lady Deathstrike	U/6	14.00
95	Phoenix	U/6	22.00
91	Sauron	U/6	18.00
85	Shadowcat	U/6	16.00
93	Spider-Man	U/6	28.00
90	The Leader	U/6	14.00
96	Weapon X	U/6	20.00

CRITICAL MASS
(96 FIGURES)

	Critical Mass Set	260.00
	Booster Pack	7.25
	Rarity 1 figure	0.75
	Rarity 2 figure	1.75
	Rarity 3 figure	3.00
	Rarity 4 figure	4.00
	Rarity 5 figure	5.00

#	FIGURE NAME	RK/R	
87	Adam Warlock	U/6	17.50
94	Beta Ray Bill	U/6	17.50
86	Captain Marvel	U/6	21.00
92	Dormammu	U/6	15.50
95	Hulk	U/6	27.00
90	Morgan Le Fay	U/6	15.00
93	Nova	U/6	18.00
88	Ronan the Accuser	U/6	14.50
89	Sersi	U/6	12.00
96	Silver Surfer	U/6	40.00
91	Terrax	U/6	20.00
85	Warbird	U/6	15.00

ULTIMATES
(96 FIGURES)

	Ultimates Set	290.00
	Booster Pack	8.00
	Rarity 1 figure	1.00
	Rarity 2 figure	2.00
	Rarity 3 figure	3.00
	Rarity 4 figure	4.00
	Rarity 5 figure	5.00

#	FIGURE NAME	RK/R	
086	Baron Zemo	U/6	15.50
087	Carnage	U/6	25.00
091	Crimson Cowl	U/6	15.50
094	Goblin Queen	U/6	15.00
095	Hulk	U/6	29.00
089	Iron Man	U/6	28.00
092	Magneto	U/6	25.00
090	Mister Sinister	U/6	20.00
093	Phoenix	U/6	28.00
096	Thor	U/6	25.00
088	Vindicator	U/6	15.00
085	Xorn	U/6	17.00

SPECIAL SETS & PROMOS

	Infinity Challenge	
	Premier Box	25.00
	Sentinel	19.00

#	PROMO FIGURES SET		
G001	Galactus		225.00
SM1	Spider-Man	pr	17.50
151	Gabriel Jones	IC	17.50
152	Tia Senyaka	IC	18.50
153	Operative #128	IC	13.75
154	Medic #519	IC	15.00
155	Knuckles	IC	15.00
156	Joey the Snake	IC	12.50
157	Nenora	IC	10.00
158	Raksor	IC	13.75
159	Blade	IC	15.00
160	Rahne Sinclair	IC	14.00
161	Frank Schlichting	IC	11.50
162	Fred Myers	IC	20.00
163	Wilson Fisk	IC	15.00
164	Adrian Toomes	IC	21.00
165	Jean Grey	IC	34.00
166	Ned Leeds	IC	16.50
167	Victor Creed	IC	68.00
168	Bruce Banner	IC	53.00
169	Philip Masters	IC	30.00
170	Annihilus	IC	50.00
171	Wolverine	IC	23.00
172	Yellowjacket	IC	26.00
173	Ant-Man	IC	30.00
199	Hulk	IC	29.00
101	Clay Quartermain	CT	15.00
102	Laura Brown	CT	31.00
103	Agent Beaulieu	CT	15.00
104	George Tarleton	CT	15.00
105	Scientist Supreme	CT	16.75
106	Paibok	CT	15.00
107	Rachel Van Helsing	CT	15.00
108	Felicia Hardy	CT	18.25
109	Rita DeMara	CT	17.50
110	Doctor Doom	CT	40.00
111	Dominic Petros	CT	16.75
112	Fred J. Dukes	CT	20.00
113	Mortimer Toynbee	CT	15.00
114	Elektra Natchios	CT	17.50
115	Sue Storm	CT	22.00
116	Benjamin J. Grimm	CT	26.00
117	Johnny Storm	CT	27.00
118	Clint Barton	CT	22.00
119	Natasha Romanoff	CT	18.25
120	Blastaar of Baluur	CT	46.00
201	Sarah St. John	XP	16.50
202	Kirigi	XP	13.50
203	Elektra	XP	17.00
204	Sammy Liebman	XP	15.00
205	Frank Gunzer	XP	15.00
206	Jane Foster	XP	63.00
207	Mary Walker	XP	15.00
208	Irene Adler	XP	40.00
209	Tabitha Smith	XP	15.00
210	Raven Darkholme	XP	18.00
211	Madame Hydra	XP	16.00
212	Kitty Pryde	XP	16.50
213	Bobby Drake	XP	33.00
214	Whitney Frost	XP	17.00
215	Dr. Leonard Samson	XP	40.00
216	Mac Gargan	XP	23.00
217	Emil Bronsky	XP	17.25
218	Dimitri Bukharin	XP	22.00
219	Hank McCoy	XP	29.00
220	Betsy Braddock	XP	41.00
201	Val-or	CM	17.50
202	Divebomber	CM	16.25
203	Captain Mar-Vell	CM	21.00
204	Roger Falcone	CM	15.25
205	Silver Dreadnought	CM	16.75
206	Hepzibah	CM	15.00
207	Sarah	CM	16.50
208	Major Christopher Summers	CM	22.00
209	Marc Spector	CM	15.00
210	Calypso Ezili	CM	15.50
211	Elektra Natchios	CM	16.50
212	Matt Murdock	CM	17.00
213	Illyana Rasputin	CM	20.00
214	Warren Worthington III	CM	30.00
215	Sergei Kravinov	CM	22.00
216	Alex O'Hirn	CM	22.00
217	Rupert	CM	32.00
218	Nebula	CM	19.50
219	Dr. Karla Sofen	CM	26.00
220	Prof. Xavier	CM	18.75
221	Invisible Woman	CM	25.00
222	Silver Surfer	CM	61.00
200	Magneto	UL	18.00
201	Jonny Ell	UL	15.50
202	Wade Cole	UL	16.25
203	Justice is Served!	UL	20.00
204	Sentinel Captain	UL	15.50
205	Dr. Curtis Connors	UL	18.00
206	Zelda Dubois	UL	15.00
207	Morlock Leader	UL	15.50
208	Seth Voelker	UL	15.00
209	Natasha Romanova	UL	20.00
210	Ororo Monroe	UL	17.25
211	Blanche Sitznski	UL	15.00
212	Clint Barton	UL	21.00
213	Patsy Walker	UL	15.50
214	Peter Parker	UL	27.00
215	Hank McCoy	UL	21.00
216	James Howlett	UL	20.00
217	Quentin Beck	UL	25.00
218	Frank Castle	UL	27.00
219	Maxwell Dillon	UL	17.25
220	Daniel Ketch	UL	20.00

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COLLECTIBLE CARD GAME MARKET REPORT

by JAMES MISHLER

Vs. System expands to cosmic proportions in early 2005

Marvel TCG: Marvel Knights Booster Expansion (February)

A 220-card set with 14-card booster packs, this set begins a new rarity mix for Vs. System releases, featuring twice as many common cards as prior sets. *Marvel Knights* prominently features characters from the Marvel Knights comic-book line, including Daredevil, Elektra, Blade, Punisher, and Dracula.

DC Comics TCG: Batman starter deck — Mass Market Edition (March)

This new edition of the Batman starter decks has been re-designed for an introductory audience. The cards will feature new art themed around characters and events in the *Batman Begins* movie — though the cards will not feature images from the movie itself. Card play will be simplified from standard Vs. System play, but fully compatible. Each starter box will contain two 26-card pre-constructed decks, ready to play from the box.

DC Comics TCG: Green Lantern Corps Booster Expansion (May)

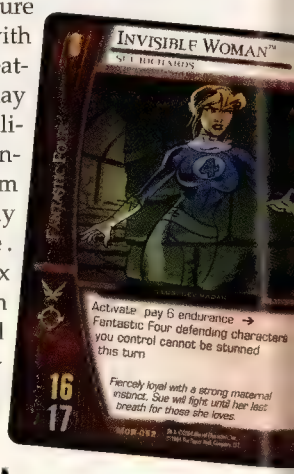
A 220-card set with 14-card booster packs, this expansion set prominently features characters from the Green Lantern Corps, from Green Lanterns Hal Jordan, John Stewart, and Kyle Rayner to Alan Scott (an honorary member), as well as other elements from the Green Lantern stories, such as the Anti-Matter Universe of Qward, plus new cards for Batman, Teen Titans, The Fearsome Five, Superman, and other DC Comics super-heroes.

Batman Begins Entertainment Card Set (May)

This standard Upper Deck entertainment card set features photos from the *Batman Begins* movie, which features Christian Bale as Batman, Ken Watanabe as Ra's al Ghul, Cillian Murphy as The Scarecrow, Michael Caine as Alfred Pennyworth, Morgan Freeman as Lucius Fox, Gary Oldman as Lieutenant James Gordon, Liam Neeson as Henri Ducard, Rutger Hauer as Mr. Earle, and Katie Holmes as Rachel Dodson. In addition to the usual mix of special cards, the entertainment card set will feature movie photo versions of standard Batman Vs. System cards — the game play will be the same on the card, but the card image will be a photo instead of an illustration.

Marvel TCG: The Fantastic Four Starter Deck — Mass Market Edition (June)

Like the new edition of the Batman starter decks, the Fantastic Four starter decks are designed for an introductory audience. The cards will feature new artwork, themed around characters and events in the Fantastic Four movie — though the cards will not feature images from the movie itself. Some cards will feature extended art with special foil treatment. Card play will be simplified from standard Vs. System play, but fully compatible. Each starter box will contain two 26-card pre-constructed decks, ready to play from the box.



Marvel Legends action figures deliver Vs. System extras

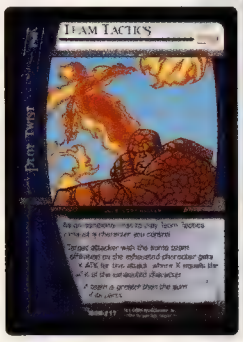
Upper Deck Entertainment and Toy Biz Worldwide, Ltd. have teamed up to include special variant art cards in Toy Biz's Marvel Legends action-figure line. A limited quantity of the cards are available, but only with the purchase of certain Marvel Legends action figures, which are on store shelves across the U.S.

The cards feature super-heroes from Upper Deck Entertainment's *Marvel Trading Card Game* series, and can be used in the trading-card game. These characters include Black Widow, Man-Thing, Captain America, Iceman, Iron Man, Storm, and Doctor Octopus. The promotional cards, which feature the work of artist Michael Lopez, match the Marvel Legends action figure each is packaged with.

For more information on Marvel Legends and Upper Deck Entertainment products, log onto *www.toybiz.com* or *www.upperdeckentertainment.com.*

MARVEL ORIGINS
(220 CARDS+220 FOILS)

Marvel Origins Set		380.00
Marvel Origins Foil Set		650.00
Starter Box		84.00
Booster Box		89.00
Starter Deck		14.00
Booster Pack		3.70
Rare card		4.50
Rare Foil card		7.00
Uncommon card		1.00
Uncommon Foil card		2.50
Common card		0.25
Common Foil card		1.00
CARD NAME	**RAR**	
Annihilus, Destroyer of Life	R	5.00
Annihilus, Destroyer of Life	RF	8.00
Apocalypse, En Sabah Nur	R	6.50
Apocalypse, En Sabah Nur	RF	12.00
Boris, Personal Servant of Dr. Doom	RF	8.00
Cerebro	R	5.00
Cerebro	RF	8.00
Children of the Atom	R	5.00
Children of the Atom	RF	8.00
Dark Phoenix, Cosmic Entity	R	8.00
Dark Phoenix, Cosmic Entity	RF	16.00
Doom's Throne Room	R	5.00
Dr. Doom, Lord of Latveria	R	6.00
Dr. Doom, Lord of Latveria	RF	12.00
Fantasticar	R	5.00
Fantasticar	RF	8.00
Flame Trap	R	5.00
Flame Trap	RF	8.00
Foiled	R	5.00
Foiled	RF	8.00
Forge, Cheyenne Mystic	R	5.00
Gamma Bomb	R	5.00
Gamma Bomb	RF	10.00
Ghost Rider, New Fantastic Four	R	5.00
Hulk, New Fantastic Four	R	5.00
Hulk, New Fantastic Four	RF	8.00
Human Torch, Hotshot	R	5.00
Human Torch, Hotshot	RF	8.00
It's Clobberin' Time!	R	5.50
It's Clobberin' Time!	RF	8.00
Jean Grey, Phoenix Force	R	6.00
Jean Grey, Phoenix Force	RF	10.00
Juggernaut, Cain Marko	R	5.00
Ka-Boom!	R	5.00
Ka-Boom!	RF	8.00
Longshot, Rebel Freedom Fighter	R	5.00
Magneto, Lord Magnus	R	5.00
Magneto, Lord Magnus	RF	8.00
Magneto, Master of Magnetism	R	5.00
Magneto, Master of Magnetism	RF	8.00
Master Mold, Sentinel Supreme	R	5.50
Master Mold, Sentinel Supreme	RF	9.00
Moira MacTaggert, World-Renowned Geneticist	R	5.00



Mr. Fantastic , Scientific Genius	R	5.00
Mr. Sinister, Dr. Nathaniel Essex	R	5.00
Mr. Sinister, Dr. Nathaniel Essex	RF	8.00
Nightcrawler, Fuzzy Elf	R	6.00
Nightcrawler, Fuzzy Elf	RF	10.00
Onslaught, Psionic Spawn of Xavier and Magneto	R	6.00
Onslaught, Psionic Spawn of Xavier and Magneto	RF	12.00
Quicksilver, Speed Demon	R	5.00
Rogue, Power Absorption	R	6.00
Rogue, Power Absorption	RF	8.00
Sabretooth, Feral Rage	R	10.00
Sabretooth, Feral Rage	RF	18.00
Salvage	R	5.00
Salvage	RF	8.00
Savage Beatdown	R	10.00
Savage Beatdown	RF	20.00
Spider-Man, New Fantastic Four	R	6.00
Spider-Man, New Fantastic Four	RF	8.00
Storm, Weather Witch	R	6.00
Storm, Weather Witch	RF	10.00
Super Skrull, Engineered Super-Soldier	R	5.00
Super Skrull, Engineered Super-Soldier	RF	8.00
The Blackbird	R	5.00
The Pogo Plane	R	5.00
The Power Cosmic	R	5.00
The Power Cosmic	RF	8.00
The Sub-Mariner, Ally of Doom	R	5.00
The Sub-Mariner, Ally of Doom	RF	9.00
Thing, Heavy Hitter	R	5.00
Wolverine, Berserker Rage	R	5.00
Wolverine, Berserker Rage	RF	8.00
Wolverine, New Fantastic Four	R	5.00
Wolverine, New Fantastic Four	RF	8.00

DC ORIGINS
(166 CARDS)

DC Origins Set		270.00
DC Origins Foil Set		435.00
Starter Box		85.00
Booster Box		91.00
Starter Deck		12.50
Booster Pack		3.85
Rare card		3.25
Rare Foil card		5.50
Uncommon card		1.00
Uncommon Foil card		2.20
Common card		0.25
Common Foil card		1.00
CARD NAME	**RAR**	
Alfred Pennyworth, Faithful Friend	R	4.00
Alfred Pennyworth, Faithful Friend	RF	7.50
Barbara Gordon - Oracle, Information Network	R	4.50
Barbara Gordon - Oracle, Information Network	RF	7.50
Batcave	R	4.00
Batcave	RF	8.00
Batman, The Dark Knight	R	5.00
Batman, The Dark Knight	RF	9.00
Batmobile	R	4.00
Batmobile	RF	7.50
Beast Boy, Garfield Logan	R	5.00
Beast Boy, Garfield Logan	RF	8.00
Deathstroke the Terminator, Slade Wilson	R	4.05
Deathstroke the Terminator, Slade Wilson	RF	6.50
Dick Grayson - Nightwing, High-Flying Acrobat	R	4.30
Dick Grayson - Nightwing, High-Flying Acrobat	RF	6.50
Donna Troy - Wonder Girl, Amazon Warrior	R	3.80
Donna Troy - Wonder Girl, Amazon Warrior	RF	6.50
Dual Nature	R	3.80
Fizzle	R	4.50

Fizzle	RF	8.00
Garth - Tempest, Atlantean Sorcerer	R	3.80
Garth - Tempest, Atlantean Sorcerer	RF	6.50
Have a Blast!	RF	6.50
Lady Shiva, Master Assassin	R	3.80
Lady Shiva, Master Assassin	RF	7.50
Poison Ivy, Pamela Isley	R	4.25
Poison Ivy, Pamela Isley	RF	7.50
Ra's al Ghul, The Demon's Head	R	4.25
Ra's al Ghul, The Demon's Head	RF	7.50
Raven, Daughter of Trigon	R	3.80
Raven, Daughter of Trigon	RF	6.50
Scarecrow, Professor Jonathan Crane	R	4.00
Scarecrow, Professor Jonathan Crane	RF	6.50
Superman, Big Blue Boy Scout	R	8.50
Superman, Big Blue Boy Scout	RF	12.00
The Joker, Joker's Wild	R	5.00
The Joker, Joker's Wild	RF	8.50
The Joker, The Clown Prince of Crime	R	4.50
The Joker, The Clown Prince of Crime	RF	9.50
Tower of Babel	RF	6.50
Trigon, The Terrible	R	4.50
Trigon, The Terrible	RF	7.00

WEB OF SPIDER-MAN
(165 CARDS+165 FOILS)

Web of Spider-Man Set		180.00
Foil Set		260.00
Booster Box		78.00
Booster Pack		3.85
Rare card		3.80
Rare Foil card		6.50
Uncommon card		1.00
Uncommon Foil card		2.55
Common card		0.25
Common Foil card		1.00
CARD NAME	**RAR**	
Alistair Smythe, Ultimate Spider Slayer	R	4.00
Bamf!	R	4.00
Bamf!	RF	7.00
Carnage, Cletus Kasady	R	6.00
Carnage, Cletus Kasady	RF	8.50
Dr. Octopus, Doc Ock	R	4.50
Dr. Octopus, Doc Ock	RF	7.50
Emma Frost, Headmistress of Xavier's Academy	R	4.75
Emma Frost, Headmistress of Xavier's Academy	RF	8.00
Kingpin, Crime Boss	R	4.25
Kingpin, Crime Boss	RF	7.00
Mark II, Number II, Leader Unit	R	4.05
Mark II, Number II, Leader Unit	RF	7.00
Mary Jane Watson, MJ	R	4.30
Mary Jane Watson, MJ	RF	7.00
Mimic, Calvin Rankin	R	4.25
Mimic, Calvin Rankin	RF	7.00
Murderworld	R	4.00
Nice Try!	RF	7.00
Rise from the Grave	R	4.00
Silver Surfer, Norrin Radd	R	5.25
Silver Surfer, Norrin Radd	RF	7.50
Spider-Man, Cosmic Spider-Man	R	6.00
Spider-Man, Cosmic Spider-Man	RF	7.50
Spider-Man, The Amazing Spider-Man	R	4.50
Spider-Man, The Amazing Spider-Man	RF	7.00
Termination Sequence	R	4.00
Venom, Alien Symbiote	R	5.50
Venom, Alien Symbiote	RF	8.00
Wave of Sentinels	R	4.00

SPECIAL SETS & PROMOS

Spider-Man vs. Doc Ock 2-Player Starter	14.50

OVERSIZED PROMO CARDS

Dark Phoenix, Cosmic Entity	6.00
Doom Triumphant	6.50
Magneto, Master of Magnetism	6.00
Nightcrawler	6.00
Savage Beatdown	8.00
Sentinel Mark IV	6.50

FOIL PROMO CARDS

Advanced Hardware	5.00
Batman, The Dark Knight	20.00
Children of the Atom	7.50
Jetpack	5.00
Rogue, Powerhouse	7.75
The Joker, Laughing Lunatic	17.50
The New Brotherhood	11.50
Thing, The Ever-Lovin' Blue-Eyed Thing	10.00
Wolverine, Logan	10.00

RECHARGE

1st Edition	
Set (249 cards)	180.00
Starter Display Box	38.00
Booster Display Box	35.00
Starter Deck	7.80
Booster Pack	2.30
2nd Edition	
Set (250 cards)	173.00
Starter Display Box	35.00
Booster Display Box	35.00
Starter Deck	7.50
Booster Pack	2.00

OVERPOWER CARD GAME

Marvel Overpower	
Set (346 cards)	50.00
Starter Display Box	15.00
Booster Display Box	15.00
Starter Deck	4.00
Booster Pack	1.00

Power Surge	
Set (269 cards)	31.00
Booster Display Box	30.00
Booster Pack	1.25
Mission Control	
Set (146 cards)	15.00
Booster Display Box	11.00
Booster Pack	1.00

DC Overpower	
Set (334 cards)	40.00
Starter Display Box	13.50
Booster Display Box	14.00
Starter Deck	4.00
Booster Pack	1.00
IQ (a.k.a. Marvel IQ)	
Set (279 cards)	70.00
Booster Display Box	40.00
Booster Pack	2.00
Justice League	
Set (197 cards)	55.00
Booster Display Box	43.00
Booster Pack	2.00
Monumental	
Set (289 cards)	55.00
Starter Display Box	24.00
Booster Display Box	19.00
Starter Deck	7.00
Booster Pack	1.75
Marvel Classic	
Set (215 cards)	60.00
Starter Display Box	32.00
Booster Display Box	30.00
Starter Deck	5.00
Booster Pack	1.00
Image	
Set (217 cards)	60.00
Starter Display Box	28.00
Booster Display Box	25.00
Starter Deck	5.00
Booster Pack	1.50
X-Men	
Set (217 cards)	55.00
Booster Display Box	30.00
Booster Pack	2.00
First Strike	
Set (300 cards)	40.00
Starter Display Box	12.00
Booster Display Box	13.00
Starter Deck	3.00
Booster Pack	0.60
Spawn	
Set (190 cards)	44.00
Starter Display Box	13.00
Booster Display Box	14.00
Starter Deck	3.00
Booster Pack	0.60

WILDSTORMS
THE EXPENDABLE SUPER-HERO COLLECTIBLE CARD GAME

Limited/Unlimited	
Set (366/375 cards)	52.00
Starter Display Box	20.00
Booster Display Box	25.00
Starter Deck	4.00
Booster Pack	0.80
Conflict	
Set (152 cards)	52.00
Booster Display Box	22.00
Booster Pack	1.00
Image Universe	
Set (216 cards)	75.00
Booster Display Box	25.00
Booster Pack	2.00
Legends	
Set (290 cards)	46.00
Booster Display Box	20.00
Booster Pack	1.00
Best of WildStorms	
Set (200 cards)	35.00

X-MEN

Starter Display Box	15.00
Starter Deck	4.00
Set (131 cards)	65.00
Starter Display Box	13.00
Booster Display Box	10.00
Starter Deck	5.00
Booster Pack	1.75

COMICS MARKET REPORT

Industry indicators for OCTOBER 2004

BACK ISSUE MARKET

CGC (Comics Guaranty LLC) had graded
495,464 comic books
as of its **October 26** population report.

7,521 auctions
for **CGC-graded comics** received bids on **eBay** this month, closing for
$1,397,023
an average per auction of **$186**

218 auctions
for CGC-graded comics **closed with bids over $1,000.**

At any given time, eBay offered
135,000 auctions
in its comic-book category.

NEW COMIC-BOOK MARKET

Counting just its Top 300 **comic book titles**, Diamond Comic Distributors sold to comics shops approximately...
5.93 million copies
...**down 25%** from the same month last year (which had one more shipping week).

If all sold, those copies were worth, at full retail, approximately...
$17.1 million
...**down 25%** from the same month last year.

Comics shop final orders for the Top 100 **new trade paperbacks** sold by Diamond were worth approximately...
$4.38 million

Combined, those products equal...
$21.44 million
...**down 13%** from the same month last year.

The total of **all comic books, trade paperbacks, and magazines** retailers bought from Diamond was approximately...
$27.9 million
...**down 10%** from the same month last year.

The **average price** of the typical comic book ordered by retailers was...
$3.05
...**up 2%** from the same month last year.

Eye on eBay

by DARRYL BUCHANAN

The featured auctions for October include a Silver Age first appearance and a Golden Age first issue. Perennial favorite Spider-Man made his first appearance in *Amazing Fantasy* #15 (Aug 62), when Peter Parker began the long Marvel tradition of super-heroes with attitude and their own personal problems. An auction for a copy of *Amazing Fantasy* #15 in 9.0 (VF/NM) condition received the highest bid this month at $31,600 but failed to meet the seller's reserve.

Following close behind was an auction for the Golden Age *Green Lantern* #1 (Sep 41). This copy, offered in a Heritage Live Auction, was in 9.0 (VF/NM) condition. It brought a high bid of $31,000 but failed to meet reserve. This is one of four unrestored copies graded 9.0 — with none graded higher.

GOLDEN AGE: Second on the Golden Age list this month was another issue from the Heritage Live Auction. A *More Fun Comics* #52 (Feb 40) in 5.5 (FN-) condition brought a high bid of $24,500. This issue of *More Fun Comics* features the origin and first appearance of The Spectre. The Spectre has had a long run since the 1940s, appearing in such titles as *More Fun Comics*, *All-Star Comics*, and *Adventure Comics* and headlining two series in the '80s and '90s under his own name.

Next up was another issue from the Heritage Live Auction. A copy of *Flash Comics* #3 (Mar 40) in 9.2 (NM-) sold for $13,800 after adding in the Heritage commissions. This is the highest graded copy of this issue in the CGC census.

A copy of *All-American Comics* #17 (Aug 40) in 8.5 (VF+) condition sold for $13,225. This rare issue features the second appearance of Green Lantern.

An *All-Star Comics* #33 (Feb 47) in 9.4 (NM) sold for $12,075. This is one of two highest graded copies of this issue and contained the last Golden Age appearance of Green Lantern foe Solomon Grundy.

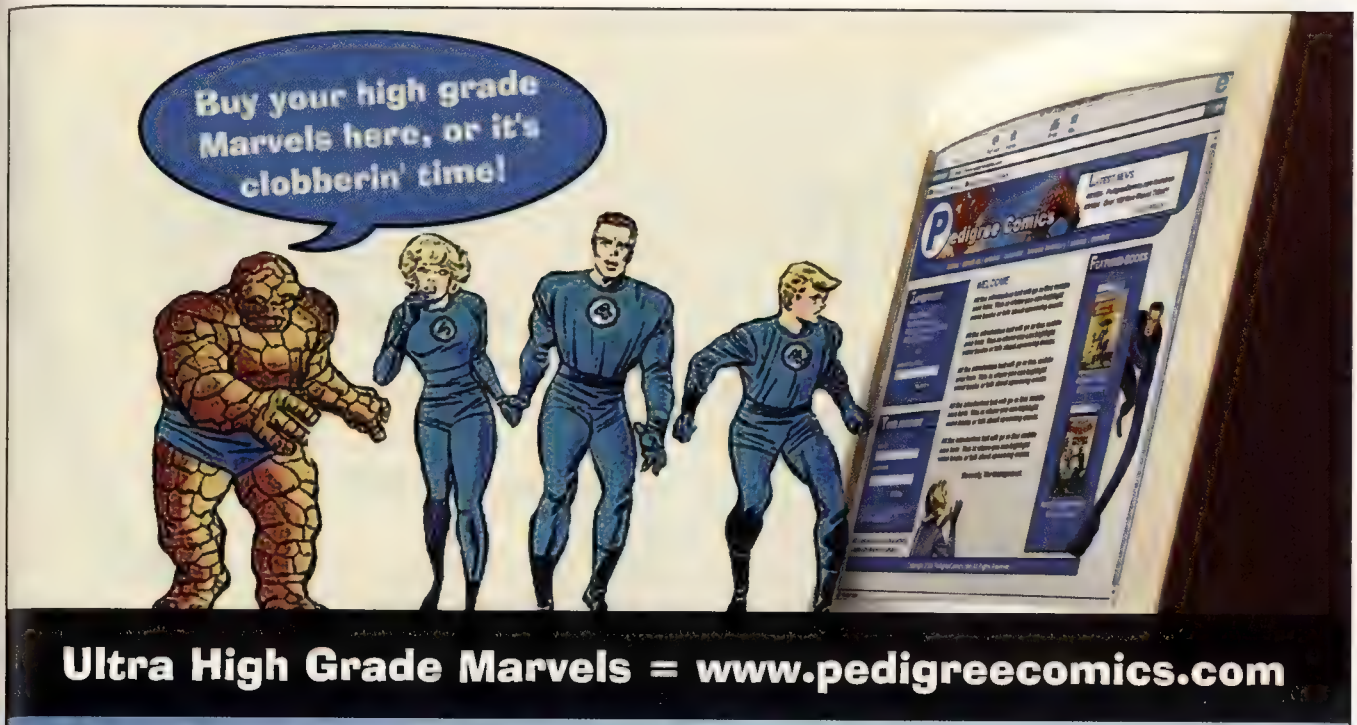
SILVER AGE AND NEWER: An *Amazing Spider-Man* #1 (Mar 63) in restored 9.4 condition was second on the Silver Age list for October. The copy, with slight amateur restoration, sold for $9,400.

There were seven copies of *Amazing Fantasy* #15 in the Top 40 auctions this month. In addition to the restored 9.0 copy mentioned above, other auctions included: *Amazing Fantasy* #15 in 6.0 $6,250; *Amazing Fantasy* #15 in restored 9.0 $5,686; *Amazing Fantasy* #15 in restored 9.0 $4,550; *Amazing Fantasy* #15 in 4.5 $3,852; *Amazing Fantasy* #15 in restored 9.4 $3,550; and *Amazing Fantasy* #15 in 6.5 $2,950.

Next up was an *Amazing Spider-Man* #28 (Sep 65) in 9.4 (NM) condition. This copy sold for $5,013. This is the highest-graded copy yet seen on eBay. The CGC census shows four better, all in 9.6 condition, and four other 9.4 copies.

IN DEPTH: Auction volume remained steady, as holiday months approached. There were 7,522 auctions recorded receiving bids, versus 7,444 the previous month and 8,558 auctions two months earlier. Total dollar bidding was $1,397,023, versus $1,242,155 the previous month and $1,409,873 two months earlier. There were 218 auctions receiving bids of $1,000 or more versus 165 the previous month and 232 two months earlier.

Darryl Buchanan can be reached at ***dbuchanan@thecomicsheet.com.***



Ultra High Grade Marvels = www.pedigreecomics.com

Why consign or sell your books to Pedigree Comics?

- Pedigree Comics deals exclusively in CGC graded comics & magazines, so our customers can buy your books with confidence & without guesswork.
- Pedigree specializes in ultra high grade Marvel Silver, Bronze & Copper age comic books & magazines; many from nationally recognized pedigree collections.
- Pedigree offers the absolute lowest consignment fee in the industry: 8% (most auction houses & dealers charge a minimum of 15% + buyers premium).
- Sell your comics to Pedigree Comics. Owner, Doug Schmell, has paid the highest recorded prices for many of the Marvel keys, individual issues & runs in our inventory (ask anybody – even other dealers!).
- At Pedigree Comics, we maintain an exclusive clientele of high grade Marvel collectors waiting to buy your books & magazines.
- Pedigree Comics has over 30 years of experience of buying, selling, trading and collecting Marvel comics.
- Pedigree Comics has the highest graded inventory of Marvel Comics (check out the CGC Registry set listings for "Captain Tripps").

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Gripes from the peanut gallery

Dear Publisher...

by **MARC PATTEN**

Fans drive publishers crazy. It's just the nature of the beast. Fans demand one thing and, just as the publisher reacts, the fickle fan changes his or her mind. More often than not, it's election night all day every day. Approximately 48% of the fans want more of character X, and 51% want less of X and more of Y (1% undecided). It's a confusing situation, where editors and marketing guys, and VPs of all types pull their hair out trying to satisfy as many consumers as possible. But sometimes no matter what, fans get upset when publishers just do silly things that don't make a lot of sense. Let's take a closer look:

Dear Publisher,

I am a huge fan of the ***Fantastic Substitute League****. I'm sure that there are millions of fans who want to see a new series, so how come you can't get top talents like Miles Marker and Hank Byron to whip one up?*

Jonny G. Tyler
Houston, Texas

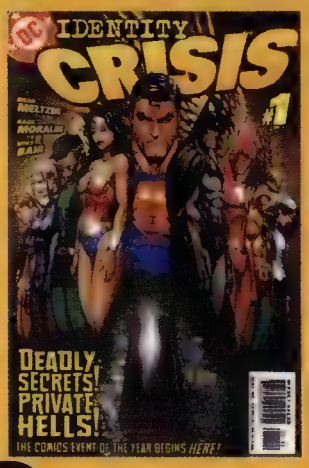
Dear Jonny,

Unfortunately, those creators are currently busy with another huge series for us, and won't be available for some time. While the *Fantastic Substitute League* has its share of supporters here at the house of lots and lots of ideas, it isn't financially feasible for us to create a new series at this time. Each issue would have to sell at least as well as *Armor Guy*, and well, we just don't think that fans would give a new series that much support. Thanks you for your inquiry, maybe you should try our revamped new *Retaliators* series that now features Masked Claw in every issue!

EIC
Mega Comics

Dozen to dig for

Selling out is something that Marvel readers are very familiar with, but when a DC comic with a huge print run sells out, you know they've got a bonafide hit on their hands — and DC's got two. *Identity Crisis* 1 and 2 and *Green Lantern: Rebirth* #1 are where it's at this month.



1. *Identity Crisis* #1 (All covers). So now we know who's behind the murders — or do we? Another surprise twist makes a hero turn, but is it true or is this just another red herring? Darn you Brad Meltzer! Jun 04 1st Print Cover: $3.95 Current Price: $10; 2nd Print (Negative Sketch Cover) Cover: $3.95 Current Price: $6; Retailer Giveaway (Sketch cover) Current Price: $475

2. *Green Lantern: Rebirth* #1 (All covers). Fans have had enough death and are giving their full support for the rebirth of their favorite Green Lantern, Hal Jordan. But don't count Kyle out yet. All three printings are making waves in the aftermarket. Jan 05 Cover: $2.95 Current Price: $8 1st print; $6 2nd print

3. *Avengers* #502. Yep, he's really dead. I had a ton of customers and fellow retailers that thought it was a sham, but the bowslinger is no more. I guess there isn't room for two major bow and arrow guys in comics at the same time. GA came back so Hawkeye had to go. Sep 04 Cover: $2.25 Current Price: $7

4. *Avengers* #500 / *Avengers #500 Director's Cut.* This story has fans wanting to know, and now they do. It must be that time of year for heroes to go crazy. Go on, go buy it, you know you want to. Jul 04 Cover: $3.50 Reg. ed. / $4.99 Director's Cut; Current Price: $12 Reg. ed. / $15 Directors Cut

Dear Publisher,

Every time you hype a comic, by the time I get to my local comics shop it's sold out and the store manager says he can't get any more from you, because you don't print many extras. How can you push and push a comic until I finally give in and start drooling that I have to have it, and then the only way I can read it is to buy the Special Cut Edition for $1 more? On top of that, if the store does get more in weeks later, the price is tripled. Then in the months to follow, I find Parts 2 and 3, but I can't get a first printing of the first part, unless I want to pay big bucks as a back issue. Why do I have to jump through hoops to read and collect a story? What gives?

Corwin
Amber, Oklahoma

Greetings Corwin, from the Mighty Mega Mailroom!

Don't worry about your shop selling out. Just wait a few weeks and you'll be able to get one of our "Gotta Have It" reprints that has the first three parts of the story. They're better than the original! And they're cheap, so don't sweat it if you already paid for Parts 2 and 3. You can sell those on eBay! Oh, and there'll be a trade paperback of the whole series that comes out the week after the final issue, so you can read it all together! Every fan needs to own at least three versions of the same comic — that's called collecting!

We put out those Special Cut Editions of tough-to-get comics just for fans like you that can't get to the shop on time! Plus we added three pages of pin ups of never-before-seen sketches from the artist. We can't simply print more comics of those first printings — how would the collector's value increase? Besides, then we might get stuck with extras we can't sell. Bottom line is, we want to make you happy!

Sales Manager
Mighty Mega Comics

Dear Publisher,

How come every time you hype a comic I make sure to put it on my reserve list at my comic shop so I don't miss it, and then the shop has so many, they end up in the $1 box two months later when I paid full price? The art was nice but the story was really boring. Not at all what we fans want to see from a kick-ass comic about the world's most powerful super-hero. I thought I'd get a great story and a comic that might go up in value like last year when the same artist drew Dark Sleuth, but all I got was disappointed.

Lewis Pirenne
Foundation, Iowa

Dear Lewis,

We just try and make good comics that we think fans will enjoy. Sorry if you're disappointed by some of our latest titles, but we can't please everyone. We are not in business of selling collectibles: we make comics for people to read. That's why we make sure that we always have enough of a "hot issue" to go around, and if we sell out, we reprint it quickly so that fans who want to read the whole story can find the issues they need with little effort. And hey, we make fans wait a really long time before we put stories into trade paperbacks, so hopefully that will give your comics more time to appreciate in value!

Big VP
Super Deluxe Comics

5. *Astonishing X-Men* #2, 4 (tie). Some of the best reading in modern comics holds the course as a mystery villain is teased yet again in the current issue. Will it be yet another hero gone bad? Six issues down and six to go on Whedon and Cassaday's dream team run. #2 Jun 04 #4 Aug 04; Cover: $2.99@ Current Price: #2 $15, #4 $7.50, #4 Retailer Variant $24

6. *Ultimate Spider-Man* #62, 63 (tie). A good cry makes a solid back issue. We all shed a tear for Ultimate Gwen, and then shed three more as we watched her friends remember her. Jul 04 and Aug 04 Cover: $2.25@ Current Price: #62 $8, #63 $6

7. *Uncanny X-Men* #450, 451. X-23. It must be tough to have a kid you don't remember. Now she and Wolvie can shish kabob together at family barbecues. Dec 04, Jan 05. Cover: $2.25@ Current Price: $6@

Dear Publisher,

Why don't you make more variant covers for your comics? I love to collect those sketchy covers, and anything with giant robots and military guys with big guns and I'm there. I only read a handful of comics, but I love cool covers!

Will Robinson,
Jupiter, Florida

Dear Will,

We only do what the majority of fans want and most comics fans hate variant covers. Sorry, but that's the way it is in this business. We do have some cool third printings of the new *Silver Ring* series that have a nifty new black and white cover, so hopefully that will be enough to entice you to read some more comics!

Customer Service Manager
Really Dark Comics

Dear Publisher,

Why do you make so many variant covers? I thought comics are for reading? Aren't you just pandering to the speculator crowd and fans who just want the hot collectible of the month? I say make one cool cover for each comic — that's all we readers need.

Arik Soong
San Francisco, California

Dear Arik,

Sorry you feel that way but we couldn't disagree more. Fans and collectors *love* variant covers, and we aim to please our customers! The more difficult we make it for fans to get one of our incentive covers or one of our ultra-cool sketchy cover second printings of some of our hotter titles, the more they request! Next month is all variant cover month here at Dream Catcher, where each of our titles will have no regular covers at all — only variant covers! And one out of 10 comics will feature variant interiors, while one out of 20 comics will have variant black and white interiors. The fans are going nuts over this!

Really Huge Marketing VP
Dream Catcher Comics

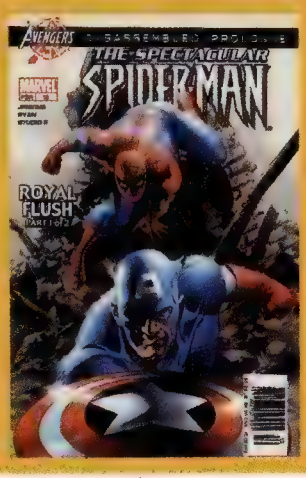
8. *Green Arrow* #43. Green Arrow's teen-age sidekick, MIA is revealed to have HIV (but not full-blown AIDS), but that won't stop her from donning those red tights as the new Speedy. Dec 04 Cover: $2.50 Current Price $7

9. *Loki* #1. Esad Ribic will be a force in the future of comics. His Loki is positively breathtaking. Sep 04 Cover: $2.99 Current Price: $10

10. *Ex Machina* #1. This series is the new *Y: The Last Man*. Don't let it slip by you, as prices slowly creep up in the back issue bins. Aug 04 Cover: $2.95 Current Price: $8.50

11. *Thor* #80, *Iron Man* #84, *Spectacular Spider-Man* #15 (tie). Supply and demand keep these "Avengers Disassembled" tie-in books on the hot list. Prices are still stable with no signs of letting up as *New Avengers* launches in December. Jun 04. *Thor* #80 Cover: $2.99 Current Price: $12; *Iron Man* 84 Cover: $2.99 Current Price: $8; *Spectacular Spider-Man* #15 Cover: $2.25 Current Price: $7

12. *NYX* #3. What's the matter with kids today? Wolvie's possibly maybe sorta daughter debuts here and her claws are digging deep to stay on this list. Oct 03 Cover: $2.99 Current Price: $32



Dear Publisher,

Why do companies have to have so many titles featuring the same characters like Masked Claw, Dark Sleuth, Fantastic League, or the Z-Men and all their related characters? One or two titles a month of high-quality story and art would be great, but three or more titles with the same characters and mediocre story and art gets old fast. Besides, money doesn't grow on trees you know. How do you expect us fans to afford to buy all of these comics?

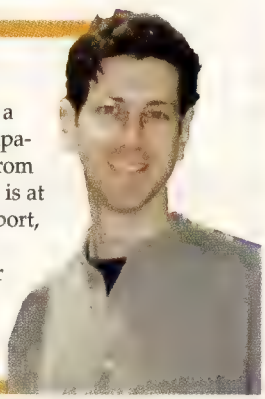
Michael Garibaldi
Babylon, New York

Dear Michael,

The way we figure it, if you like *Z-Men*, you'll like *Young Z-Men*. If Dark Sleuth is our most popular character, then we *know* you'll just die to see him in guest star in as many of your favorite titles as possible each month. You tell us what you want and we listen. That's the way our business works! All of our creators work really hard to give you the best art and stories in every issue. We're just doing our part to employ as many talented folks as we can! And don't forget, Masked Claw is crossing over into the Visual Universe as a guest stars in all of the Z-Men universe titles this month, and he's now in every issue of the *Retaliators* from our Mighty Competition!

Marketing Manager
Visual Comics

And so it goes. You can't please everyone and sometimes you can't please anyone, but the comics publishers do try their best. Write one a letter today and maybe you too can change the face of current comics making. At the very least you might get a really cool variant cover of *Arm Fall Off Boy* #0 as a nice gift.



MARC PATTEN owns Heroes In Action (**www.heroesinaction.com**), a mail-order and Internet company selling comics and toys from the 1960s to today. The store is at 666 Brooklawn Ave., Bridgeport, CT 06604. E-mail Marc at **HeroesInAction@aol.com** or call him at (203) 820-4447.

HEATING UP

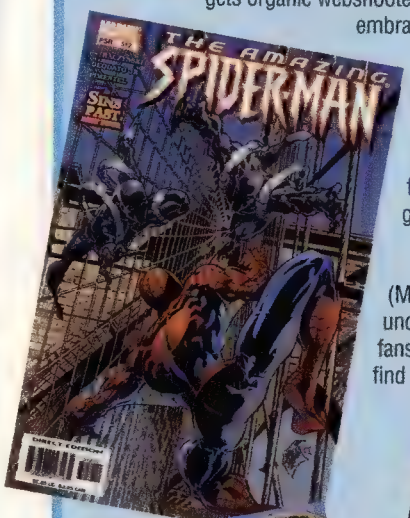
***Identity Crisis* #2 and #5.** Jul and Oct 04 The second issue of this blockbuster series is now sold out, and you know what that usually means. Plus, in #5 Tim (Robin) Drake's dad has a fatal confrontation, and as we keep telling you, death sells.

***Teen Titans* #16 and 17.** Nov and Dec 04 Everyone loves alternate future stories and this one is no exception. Titans battle Titans as the Legion crossover in #16 sends our heroes to a land that time wants desperately to forget.

***Amazing Spider-Man* #512.** Nov 04 And the father of Gwen's kids is: Norman Osborn? Go see what fans are raving about in the Spidey story of the year.

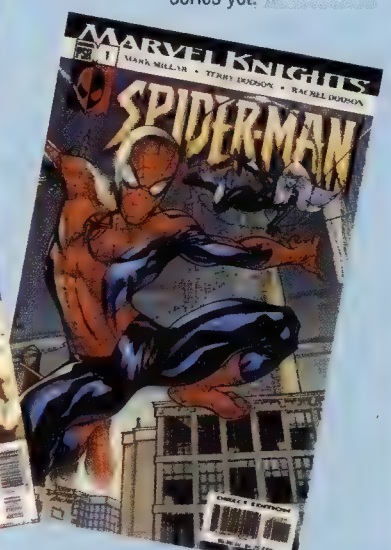
***Flash* #214 and *Firestorm* #6.** Dec 04 These *Identity Crisis* tie-ins almost made the Dozen to Dig for, and are already going for $1 or two over cover price. Don't miss these.

***Spectacular Spider-Man* #20.** Nov 04 Spidey gets organic webshooters like his movie counterpart. Will fans embrace it or turn away? Only time will tell.



***JLA* #107 and 108.** Dec 04 and Jan 05. Kurt Busiek is giving *JLA* fans what they want. Big story, big action, with a nod to past events long time fans won't forget, but new fans won't get too bogged down or confused with.

***Marvel Knights Spider-Man* #1-6.** (Multiple months) This series has fallen under the radar for a few months, but now fans are hearing how good it is but can't find the early issues. Don't give up on this series yet.



Black and white sketch covers

The new socialites

by **WILLIAM INSIGNARES**

At the time of my first story, more than six months ago, the foundation for black-and-white sketch covers was just being built. There had been previous releases, but they had been relatively random happenings. They were often not well-promoted and, thus, sometimes made no splash with collectors.

Batman #612 (Apr 03) second printing was the start of a new era for sketch covers. With the success of that variant, a wave of other sketch covers soon followed.

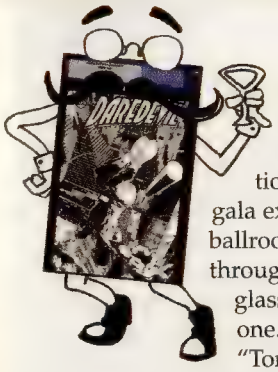
Fast forward more than half a year later, and there have now been at least two dozen sketch covers printed. Several comics publishers use sketch covers when commemorating a special occasion, making sketch covers a sort of formal, black-tie trade dress for elite comics.

The socialites of the comics industry, they are only seen at the finest comics stores in the land. With their slick tuxedos, black top hats, and black-and-white gala dresses, these new leaders surface only on the biggest auctions, are in and out at exclusive retailer summits, and, if you're lucky, you may catch a glimpse of some at the biggest comics conventions in the country.

For these chosen few, color comics covers are bland, while their simple, yet elegant, look is in. When they finally do find a home, it may via credit card or wire transfer. Anything less would be uncivilized. Will this new order rule our industry for many years to come — or will they last about as long as their human counterparts, the Wall Street yuppies, did in the 1980s?

Judging from consumer reaction so far, I predict 2005 will be the biggest year yet for sketch covers.

I would like to thank all the fans who have e-mailed and/or called me to say thanks or to ask a question about some of the things I have written about in *CBG*. 2005 is going to be an amazing year for comics, so stick around, be part of it, and enjoy the magazine.



Putting on the ritz

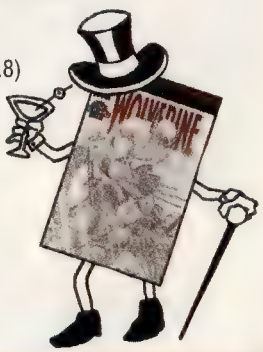
Attention, gents: Dust off your finest black patent loafers. Ladies: locate your petite black satin purses. You fancy folks have been summoned via special invitation only to a black-and-white formal-attire gala extravaganza. Let's all assemble in the ballroom, shall we? Past the marble columns through the big French doors. Mingle; have a glass or three of champagne. Silence, everyone. Your host has an announcement, "Tonight only, and for your perusal pleasure, we have a special viewing, a trunk show of sorts — a look at the some of the hottest black-and-white sketch covers *today*!"

The Elite

- *Wolverine* #20 Wizard World Texas 2004 Exclusive $125
- *Identity Crisis* #1 Diamond Retailer Summit Exclusive $1,850 (in CGC 9.8)
- *Superman* #204 Diamond Retailer Summit Exclusive $1,850 (in CGC 9.8)
- *Daredevil* #1 Dynamic Forces Authentix $305 (in CGC 9.9)
- *Metal Gear Solid* #1 Diamond Retailer Summit Exclusive $250 (in CGC 9.8)
- *Ultimate X-Men* #50 Wizard World Exclusive $99.99 (in CGC 9.8)
- *Hunter-Killer* Wizard World Texas 2004 Exclusive $50

The Aspirants

- *Batman* #612 second print $150 (in CGC 9.8)
- *Superman/Batman* #8 third print $40 (in CGC 9.8)
- *Secret War* #1 third print $3.95
- *Secret War* #2 third print $3.95
- *Ant* #2 incentive cover $15
- *Action Comics* #812 second print $40 (in CGC 9.8)
- *Teen Titans* #1 fourth print $70 (in CGC 9.8)
- *Army of Darkness Ashes to Ashes* #2 retailer incentive $45
- *G.I. Joe* #33 second print $50 (in CGC 9.8)



Comics specialist **WILLIAM INSIGNARES** runs *DemolitionComics.com* in Tampa, Fla., which he bills as "The world's first multi-lingual international comics super store." He can be contacted at (813) 832-2692.

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This section features listings for retail comics stores around the U.S. arranged by state. Traveling comics collectors of all types search for new stores to dig through on their vacations, business trips, etc. (be sure you mention that you saw it in CBG!) Advertise your establishment here, include your name, contact person (this will not appear in the listing), address, city, state, zip, phone, fax, if you carry CBG in your store and approximately 10 words (or less) of miscellaneous description, for only $260.00 for 12 consecutive issues. Mail to: Comics Buyer's Guide, 700 E. State St., Iola, WI 54990.

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Blackmark 30th Anniversary Ed.
Blade of the Immortal #91
B.P.R.D.: Plague of Frogs
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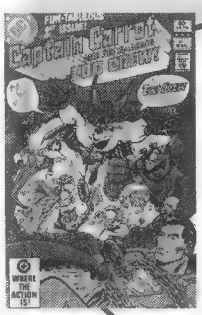
Daredevil #66
Dragon Voice Vol. 1
Dream Gold Vol. 1
Ex Machina #1-2
Fairer Sex, The Vol. 1
Flash, The #214
From Far Away Vol. 1
Gambit #1
Geobreeders Vol. 1
Gift, The #1-6
Infinite Ryvius
JLA #107
Jubilee #1
Kamunagara Vol. 1
Last Day, The
Major Damage
Mr. X Vol. 1
Nightwing #97
Ruule: Kiss & Tell #1-3
Same Difference
Sniper & Rook #1-7
Spawn #134-135
Starkweather #1
Tom Strong Book 3
Wicked West
Wolverine #20-21

Correction: In *CBG* #1599, Tokyopop was credited as the publisher of *Bleach*. The real publisher of that manga title is Viz.



△ #1

Captain Carrot and His Amazing Zoo Crew! ™

A plenitude of puns

From its 16-page preview in *New Teen Titans* #16, *Captain Carrot and His Amazing Zoo Crew* has been packed with puns, too many to detail here. The misadventures of a group of anthropomorphic heroes and villains ran for 20 issues in the early 1980s.

image © 1982 DC Comics

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Abadazad CROSSGEN, 2004		
1	5	
CGC 9.9 avg		55
2	3	
3	4	
Abbott and Costello ST. JOHN, 1948		
1	385	
2	200	
3-9	125	
10	140	
11-20	80	
21-30	55	
31-40	42	
3D 1	275	
Abbott & Costello CHARLTON, 1968		
1	30	
2-3	20	
4-10	14	
11-22	12	
Absolute Vertigo DC, 1995		
1	4	10
Ace Comics MCKAY, 1937		
1	2100	
2	700	
3	465	
4	400	
5-10	365	
11	425	
12-14	245	
15-20	200	
21-25	175	
26	725	
27-30	180	
31-36	150	
37-40	135	
41-59	105	
60-79	95	
80-90	80	
91-99	68	
100	85	
101-119	60	
120-143	54	
144-145	80	
146-148	70	
149-151	60	
Acme Novelty Library FANTAGRAPHICS, 1993		
1	10	
2	7	
3-4	5	
5-6	4	
7	7	
8-12	5	
14	11	
Action Comics DC, 1938		
0	3	
1	330000	
➥1st Superman		
1/Ashcan	20000	
2	29250	
3	19000	
4-5	10600	
6	15400	
7	15500	
8-9	6650	
10	8200	
11-12	4150	
13	6175	
14	3825	
15	6175	
16	3125	
17	4350	
18	3825	
19	4050	
20	3825	
21-22	2600	
23	7300	
24-25	2475	
26	2060	
27-30	1700	
31-32	2600	
33	7300	
➥1st Mr. America		
34-35	2475	
36	2060	
37-40	1700	
41	1050	
42	2600	
➥1st Vigilante		
43-46	980	
47	1300	
48-52	980	
53	850	
54-60	710	
61-63	630	
64	750	
65-70	630	
71-99	580	
100	1200	
101	780	
102-103	525	
104	525	1275
105-126	525	
127	600	
128-146	525	
147	525	1563
148-150	525	
151-157	480	
158	750	
➥Superman origin		
159-161	450	
162	385	2314
163-180	385	
181-201	340	
202-220	290	
221-240	240	
241	250	
242	1200	
➥1st Brainiac		
243-251	185	
252	1200	
➥1st Supergirl		
253	425	
254	325	
255	225	
256-261	100	
262	90	
263	100	
264-266	80	
267	250	2604
➥1st Colossal Boy		
268-270	80	
271-275	65	
276	125	
277-284	60	
285	100	
286-295	60	
296	60	253
297-299	60	
300-313	50	
314	50	207
315-316	50	
317-333	40	
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339	50	288
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363-372	30	
373	40	
374-383	20	
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386	20	80
387	20	
388	20	121
389	20	
390	20	80
391-393	20	
394	20	77
395-398	20	
399	20	80
400	17	164
401-402	17	
403	17	58
404	17	68
405	17	72
406	17	
407	15 ▽	67
408-409	15	
410	13	50
411	13	54
412	12	60
413	12	51
414-415	12	
416	11	44
417	11	37
418	11	43
419	14	56
420	11	
421	11	48
422	11	
423	10	38
424	10	36
425	19	77
426	8	45
427-436	8	
437	25	110
➥Giant-size issue		
438-439	8	
440	25	
➥1st Grell Grn Arrow		
441	12	
442	8	
443	26	106
➥Giant-size issue		
444-447	7	
448	7	28
449	7	
450	7	27
451-454	7	
455-465	6	
466	5 △	23
467-470	5	
471	5	8
472	5	
473	5	20
474-484	5	
485	5	26
486-499	5	
500	5	21
501-503	5	
504-509	4	
510	4	16
511-543	4	
544	4	14
CGC 9.9 avg		50
545-566	3	
567-597	2	
598	4	14
599	2	5
600	5	
601	2	6
602-659	2	
660	3	
661	2	
662	4	14
663-682	2	
683	3	
684	3	12
685-687	2	
687/Collectors	3	
688-695	2	
695/Variant	3	
696-699	2	
700	3	
700/Platinum	5	
701-769	2	
770	4	
771-774	2	
775	4	
776-777	2	
775-2	4	
778-799	2	
800	4	
801-810	2	
811	5	
812	8	
CGC 9.9 avg		82
813-821	3	
1000000	1	
Anl 1	4	
Anl 2-6	3	
Anl 7	4	
Anl 8	3	
Anl 9	4	
Adam-12 GOLD KEY, 1973		
1	20	
2	15	
3-5	12	
6-10	10	
Adam Strange DC, 1990		
1-3	4	
Adam Strange DC, 2004		
1-2	3	
Adventure Comics DC, 1938		
32	2800	
33-35	1450	
36-39	1275	
40	36000	
➥1st Sandman		
41	4700	
42	5500	
43	3200	
44	5500	
45	2800	
46-47	4200	
48	22000	
➥1st Hourman		
49-50	1950	
51	2630	
52	1600	
53-59	1450	
60	2500	
61	10750	
➥1st Starman		
62-65	1300	
66	1800	
67-68	1300	
69	1650	
70-71	1275	
72	13200	
➥1st Kirby Sandman		
73	11500	
➥1st Kirby Manhunter		
74-80	1500	
81-91	925	
92-95	700	
96	700	1890

RetroView the AMAZING SPIDER-MAN

MARVEL COMICS

Reviewed by Don Butler

The Marvel Marching Society wasn't too merry with Gerry in the mid-1970s after what write-idor Gerry Conway perpetrated on Web-head's main mag: lame villains, more dangling threads than Aunt May's shawl, total disregard for continuity, and *clones*! A trade paperback covering these issues should be called *Spider-Man Jumps the Shark*. On the plus side, Peter and Mary Jane become an official item. On the debit side, Spider-Man gets trashed by The Grizzly, Tarantula, Cyclone, The Shocker, and Mirage. His main foe is a 60-year-old professor in a Halloween disguise. Like bad cooking, this stinker stew would come out of the freezer to be reheated decades later. Read on, true disbelievers!

COST TO OWN THE ORIGINALS IN NM: $268

Name ™ Marvel!

Superman appears

Back-ups begin | Capt. Carrot fact file

Masters of the Universe preview

	1	2	3	4	5	6	7	8	9	10
NM	MAR 82	APR 82	MAY 82	JUN 82	JUL 82	AUG 82	SEP 82	OCT 82	NOV 82	DEC 82
Price	$2	$1	$1	$1	$1	$1	$1	$1	$1	$1

THE BOTTOM LINE

Amazing Spider-Man #140 ★1/2

© Marvel

Marvel
Jan 1975 • 17 pp.
Writer: Gerry Conway
Pencils: Ross Andru
Inks: Frank Giacoia, Dave Hunt
Cover: Gil Kane

"... And One Will Fall!"

Directed by The Jackal, The Grizzly captures Peter Parker, hoping that he'll lead them to Spider-Man.

The only thing about the Grizzly that should be able to KO Spider-Man would be the smell from the Gander Mountain discount rug he's wearing as a costume. A flabby former wrestler with an exoskeleton manages to capture Spider-Man? This is known as "playing down to the level of the competition," which Spidey unfortunately does during the entire Conway era. More interesting is The Jackal, the best character to emerge during the Conway Crisis. Jackal's obsessions and homicidal manipulations are reminiscent of the early Bob Kane Joker.

best CGC copy: **9.8** **Then 25c NOW $16**

UNSLABBED Near Mint | SLABBED CGC 9.4 NM

97-99 . . . 700
100 800
101-102 . 700
103 2400
➥Super-heroes start
104 850
105-106 . 525
107 . . . . . 525 2013
108-110 . 525
111 450
112 . . . . . 450 ▽ 1252
113-120 . 450
121-126 . 390
127 450
128-130 . 375
131-140 . 340
141 . . . . . 340 △ 1206
142-149 . 340
150-151 . 425
152 310
153 425
154 310
155 425
156 310
157 425
158 310
159 425
160 310
161 425
162 310
163 425
164-169 . 310
170-180 . 255
181-199 . 235
200 350
201-209 . 260
210 2400
➥1st Krypto
211-220 . 200
221-246 . 170
247 4400
➥1st Legion
248-255 . 130
256 525
257-259 . 125
260 500
➥Aquaman origin
261-266 . . 80
267 740
➥2nd Legion
268 80
269 225
➥1st Aqualad
270 80
271 225
➥Lex Luthor origin
272-274 . . 65
275 145

276-280 . . 65
281 60
282 95
283 100
284 60
285-286 . 110
287-289 . . 60
290 100
291-292 . . 45
293 100
294 90
➥1st Mon-El Legion
295-298 . . 45
299 55
300 200
➥Legion
301 70
302-305 . . 55
306-323 . . 45
324-339 . . 40
340 . . . . . 40 195
341-350 . . 40
351 . . . . . 50 228
➥1st White Witch
352-355 . . 35
356-366 . . 30
367-372 . . 25
373 22
374 . . . . . 22 146
375-377 . . 22
378 . . . . . 22 190
379-380 . . 22
381 . . . . . 58 232
382-386 . . 22
387 . . . . . 22 73
388-389 . . 22
390 . . . . . 22 120
391-400 . . 22
401-402 . . 21
403 30
404 . . . . . 20 54
405-414 . . 20
415 . . . . . 20 87
416 18
417-420 . . 13
421 . . . . . 13 47
422-427 . . 13
428 . . . . . 28 119
➥1st Black Orchid
429-430 . . 15
431 . . . . . 28 ▽ 104
➥Aparo Spectre
432 . . . . . 15 58
433 . . . . . 15 50
434 . . . . . 12 41
435 . . . . . 12 48
436 . . . . . 10 42

437 . . . . . 10 32
438 . . . . . 10 61
439-441 . . . 8
442-447 . . . 6
448 . . . . . 5 20
449 5
450 . . . . . 5 19
451-458 . . . 5
459-460 . . . 4
461 6
462 7
463-479 . . . 4
480-503 . . . 3

Adventure Comics
DC, 1998
1 2
GS 1 5

Adventures in the DC Universe
DC, 1997
1 3
2-19 2
Anl 1 4

Adventures into the Unknown
ACG, 1948
1 1400
2 600
3 580
4-5 350
6-7 225
8-10 175
11-15 . . . 140
16-26 . . . 120
27 135
28-30 . . . 120
31-40 90
41-50 80
51 225
➥3-D covers start
52-58 . . . 190
59 85
60-62 70
63-70 45
71-90 38
91-99 32
100 36
101-120 . . 28
121-140 . . 26
141-160 . . 24
161-174 . . 18

Adventures of Barry Ween, Boy Genius
IMAGE, 1999
1-3 3

Adventures of Bob Hope
DC, 1950
1 900
2 500
3-4 450
5-6 250
7-8 200
9-10 150
11-15 . . . 125
16-20 90
21-31 85
32 70
33-50 55
51-60 40
61-70 35
71-80 30
81-90 25
91-105 . . . 15
106-109 . . 25

Adventures of Captain America
MARVEL, 1991
1-4 5

Adventures of Cyclops and Phoenix
MARVEL, 1994
1-4 3

Adventures of Dean Martin & Jerry Lewis
DC, 1952
1 550
2 275
3-10 140
11-19 90
20-30 75
31-40 55

Adventures of Jerry Lewis
DC, 1957
41 40
42-50 36
51-60 34
61-80 28
81-91 25
92 30
93-96 25
97 35
98-100 . . . 25
101 32
102 55
➥Beatles app.
103-105 . . 32
106-116 . . 14
117 20
118-119 . . 14
120-124 . . 12

Adventures of Mighty Mouse
LITERARY ENTERPRISES, 1955
126 40
127-130 . . 34
131-140 . . 32
141-145 . . 30
146 . . . . . 30 60
147-150 . . 30
151-160 . . 26

Adventures of Spider-Man
MARVEL, 1996
1-12 2

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THE BOTTOM LINE

Daredevil (Gold and Silver), Elektra, House of Secrets, Mr. Monster, Pink Panther, and Scout titles get the review and price-a-thon this month!

page 132 page 134 page 146
page 178 page 184 page 198
page 200 page 208 page 210

1st Art Adams art
Justa Lotta Animals appear
Fights Frogzilla
Changeling appears
Hoppy the Marvel Bunny appears

	11 JAN 83	12 FEB 83	13 MAR 83	14 APR 83	15 MAY 83	16 JUN 83	17 JUL 83	18 AUG 83	19 SEP 83	20 NOV 83	Oz-Wonderland War	1 MAR 82	2 APR 82	3 MAY 82
NM Price	$1	$1	$1	$1	$1	$1	$1	$1	$1	$1		$2	$1	$1

Aquaman #21-22

DC
WRITER:
WILL PFEIFER
ARTIST:
PATRICK GLEASON
COLOR • 32 PGS.©
$2.50©

For those who haven't read *Aquaman* since the earlier, more fantasy-oriented (in the classical sense) issues, here's the setup: Half of San Diego is now under water, and the denizens of so-called "Sub Diego" have been genetically altered to breathe under water. However, beginning with these two issues, a new problem has presented itself: Newborn babies lack gills, meaning the birthing procedure has added complications. Also, the citizens of this water world clamor for independence from the mainland, and there's a new super-villain in town: the electrifying, water-manipulating Eel.

The exciting direction begun by Pfeifer's "American Tidal" gains ground (or should that be water?) with this story arc titled "With the Fishes." The Eel, the coolest Aquaman rogue this side of Black Manta, is an excellent adversary for the much-maligned (by some) super-friend, giving The Watery Wonder ample opportunity to display his aquatic attributes.

Lots of action, a brutal bad guy, an interesting political situation, and darkly detailed art make this title worth a look, even for critics of previous Aquaman incarnations.

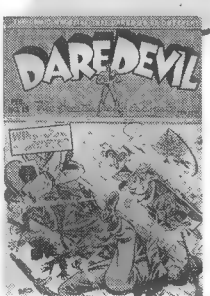
★★★ — **Brett Weiss**

www.dccomics.com

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Adventures of Superboy DC, 1991		
19-22	2	
Adventures of Superman DC, 1987		
0	3	
424	3	10
425	4	
426	3	
427-462	2	
463	3	
464-465	2	
466	3	
467-479	2	
480	3	
481-495	2	
496-498	3	
499	3	22
500	3	13
500/Collectors	4	
500/Silver	20	20
501-505	2	
505/Variant	3	
506-549	2	
550	4	
551-599	2	
600	4	
601-623	2	
624	5	
625	4	
CGC 9.9 avg		49
625-2	3	
626	2	
CGC 9.9 avg		48
627-633	3	
1000000	2	
Anl 1	4	
Anl 2-6	3	
Anl 7	4	
Anl 8	3	
Anl 9	4	
Adventures of the Fly ARCHIE, 1959		
1	220	
2	140	
3	100	
4-5	80	
6-17	70	
18-26	40	
27	30	
28	30	61
29-31	30	
Adventures of the Outsiders DC, 1986		
33-46	1	
Adventures on the Planet of the Apes MARVEL, 1975		
1	9	36
2-5	4	
5/30¢	20	
6	4	
6/30¢	20	
7	4	
7/30¢	20	
8-11	4	
Age of Bronze IMAGE, 1998		
1	4	
2-7	3	
8-19	4	
Special 1	3	
Special 2	4	
Akira MARVEL, 1988		
1	8	24
2-3	5	
4-38	4	
Alarming Tales HARVEY, 1957		
1	110	
2	65	
3	50	
4	50	161
5-6	40	
Albedo THOUGHTS & IMAGES, 1984		
0/Blue cover	8	
0/Yellow table	30	
0/No Yellow	15	
1/Dark red	14	
1/Light red	10	
2	8	
3	5	
4-5	4	
6-8	3	
9-14	2	
Alias MARVEL, 2001		
1	4	11
2-28	3	
Alien Legion MARVEL, 1984		
1-20	2	
Aliens GOLD KEY, 1982		
1	12	
2	5	
Aliens DARK HORSE, 1988		
1	5	
2	4	
3-6	3	
Aliens DARK HORSE, 1989		
1-4	3	
Aliens: Colonial Marines DARK HORSE, 1993		
1-10	3	
Aliens/ Predator: The Deadliest of the Species DARK HORSE, 1993		
1	3	
1/Ltd	4	
2-12	3	
Aliens vs. Predator DARK HORSE, 1990		
0	4	22
1	4	20
2	4	
3-4	3	
Anl 1	5	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
All-American Comics DC, 1939		
1	5700	
2	2000	
3	1400	
4-5	1250	
6-7	980	
8	1800	
9-10	950	
11	1025	
12-15	950	
16	72000	
➥1st Green Lantern		
17	15600	
➥2nd Green Lantern		
18	8800	
19	13800	
➥1st Atom		
20	4850	
21-23	2000	
24	2200	
25	8300	
➥1st Sargon		
26	3000	
27	3500	
28-30	1250	
31-40	1040	
41-50	785	
51-60	675	
61	4400	
➥1st Solomon Grundy		
62-69	600	
70	600	1437
71-88	550	
89	1200	
➥1st Harlequin		
90	775	
91-99	525	
100	850	
101	1000	
➥Scarce		
102	1650	
➥Scarce		
All-American Comics DC, 1999		
1	2	
All-Flash DC, 1941		
1	12500	
➥Flash origin		
2	2400	
3-4	1600	
5-10	1100	
11-15	850	
16-20	800	
21-32	625	
All New Collectors' Edition DC, 1977		
53	26	
54	12	
55	15	
56	20	
➥Superman vs. Ali		
57-58	12	
60	20	
➥Rudolph's Summer		
61-62	12	
All-Star Comics DC, 1940		
1	10000	
2	3500	
3	25000	
➥1st JSA		
4	3000	
5	2800	
➥1st Hawkgirl		
6-7	1800	
8	16000	
➥1st Wonder Woman		
9-11	1600	
12-15	1400	
16-25	1200	
26-32	900	
33	1800	
➥Grundy appearance		
34-35	900	
36	1300	
37-56	900	
57	1200	
➥25-year hiaus starts		
58	12	46
➥1st Power Girl		
59-61	6	
62	6	35
63-64	6	
65	6	30
66	8	17
67-73	6	
74	8	33
All Star Comics DC, 1999		
1-2	3	
GS 1	5	
All-Star Squadron DC, 1981		
1	4	14
2-10	2	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
11-46	1	
47	3	
48-67	1	
Anl 1	2	
Anl 2-Anl 3	1	
All-Star Western DC, 1951		
58	325	
59-60	150	
61-63	160	
64-66	125	
67	170	
68-70	125	
71-80	85	
81-98	60	
99	65	
100	60	
101-107	50	
108	100	
109-119	50	
All-Star Western DC, 1970		
1	30	
2-3	15	
4	14	
5	14	56
6	9	34
7-9	9	
10	260	1028
➥1st Jonah Hex		
11	70	242
All Top Comics FOX, 1946		
1	110	
2	60	
3-7	45	
8	1550	
9-10	800	
11-13	700	
14	825	
15-17	700	
18	450	
All-Winners Comics TIMELY, 1941		
1	16000	
➥Cap America starts		
2	4800	
3	2850	
4	2800	



△ #18

DAREDEVIL

Before Matt, there was...

The Golden Age Daredevil was evolved by Charles Biro from the hero's debut in *Silver Streak* #6 (Sep 40), drawn by Jack Binder. Jack Cole did the story in #7 and pitted him against The Claw. It all led to *Daredevil Battles Hitler*, aka *Daredevil* #1 (Jul 41).

Image © 1943 Comic House, Inc.

THE BOTTOM LINE

	1	2	3	4	5	6	7	8	9
					Sniffer introduced				
	Vs. Hitler								
NM Price	JUL 41 $9000	AUG 41 $2600	SEP 41 $1500	OCT 41 $1200	NOV 41 $1025	DEC 41 $880	FEB 42 $775	MAR 42 $700	APR 42 $700

RETROVIEW
Amazing Spider-Man #141 ★★

Marvel
Feb 1975 • 17 pp.
Writer: Gerry Conway
Pencils: Ross Andru
Inks: Frank Giacoia, Dave Hunt
Cover: John Romita

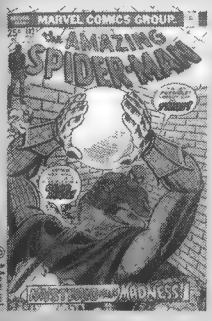
"The Man's Name Appears to Be ... Mysterio!"

Personal issues continue to plague Peter Parker — then the ghost of Mysterio shows up.

A Spider-Man comic that opens with a splash page of the Spider-Mobile? Eeeyew. The Spider-action takes a back seat to Peter's personal life. He broods about Gwen and Mary Jane, falls asleep in class, and questions his sanity. (I did, too, when Spider-Man punched out a wall facing Mysterio's illusions.) Major downer: Spider-Man spends almost as many pages evading cops in the Spider-Mobile (three) as he does fighting Mysterio's illusions (four).

Mint CGC copy: 9.8 — Then 25¢ NOW $16

Amazing Spider-Man #142 ★★



© Marvel

"Dead Man's Bluff"

Mysterio II proves as formidable as the first. And he has a mysterious backer with a huge grudge against Spider-Man.

Spider-Man finally begins to shake off his lethargy to figure out how to track down Mysterio II and act like the Spidey of old. Unfortunately, it's a short burst of sun in the otherwise cloudy sky. The Parker-Watson relationship continues to be the most interesting part of the stories. Other characters begin to suffer, as J. Jonah Jameson continues his strange descent from a minor Spider-Man headache into outright villain. The lone highlight for Spider-fans: The Spider-Mobile remains submerged.

Marvel
Mar 1975 • 17 pp.
Writer: Gerry Conway
Pencils: Ross Andru
Inks: Frank Giacoia, Dave Hunt
Cover: John Romita

Best CGC copy: 9.6

Then 25¢ NOW $16

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
5-6	2100	
7-10	1800	
11-18	1275	
19	3350	
21	3500	

All-Winners Comics
TIMELY, 1948

1	1800	

Alpha Flight
MARVEL, 1983

1	5	19
	➥1st Marrina, Puck	
2	4	
3	4	17
4-10	4	
11-12	3	
13	3	11
14-19	3	
20-24	2	
25-27	1	
28	3	
29-32	2	
33	2	28
34	3	
35-45	2	
46	3	
47	4	
48-53	2	
54	3	
55-56	2	
57-74	1	
75-105	2	
106	3	
	➥Northstar outed	
107-130	2	
Anl 1	2	
Anl 2	1	
Special 1	3	

Alpha Flight
MARVEL, 1997

-1	2	
1	3	
2-20	2	
Anl 1998	4	

Alpha Flight
MARVEL, 2004

1-9	3	

Alpha Flight: In the Beginning
MARVEL, 1997

1	2	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM

Amazing Adult Fantasy
MARVEL, 1961

7	600	
8	475	
9-13	425	
14	525	

Amazing Adventures
MARVEL, 1961

1	900	
2	525	
3-6	425	

Amazing Adventures
MARVEL, 1970

1	30	▽	115
2	20		
3	20		76
4	20		36
5	20		
6	20		83
7	20		43
8	20		104
9-10	20		
11	106		588
	➥1st blue Beast		
12-14	20		
15	20		79
16	20		85
17	20		
18	14		57
19-25	5		
26-31	4		
32	4		9
33-36	4		
36/30¢	20		
37	4		41
37/30¢	20		41
38-39	4		

Amazing Adventures
MARVEL, 1979

1	3	
2-14	2	

Amazing Fantasy
MARVEL, 1962

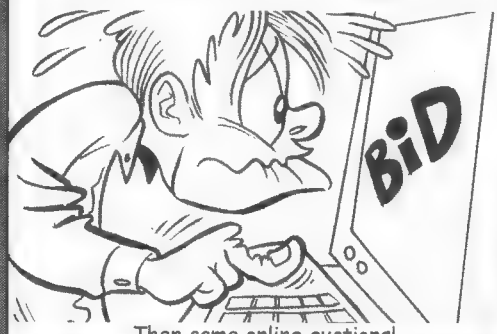
15	32000	
	➥1st Spider-Man	
16-18	5	

Amazing Spider-Man
MARVEL, 1963

-1	3		
1	27000		
	➥1st Chameleon		
1/Gldn Rec	275		614
2	3400		
	➥1st Vulture		
3	3000		
	➥1st Dr. Octopus		
4	2300		
	➥1st Sandman		
5	2200		
11550			
	➥Dr. Doom app.		
6	1600		6787
	➥1st Lizard		
7	1100		4375
8	915		3116
9	1025		
10	990		3967
11	900		8656
12	750		3354
13	975		5058
	➥1st Mysterio		
14	2200		8167
	➥1st Green Goblin		
15	1300		7801
	➥1st Kraven		
16	775		3169
17	775		3136
18	510		2066
19	510		1874
20-21	510		
22	510		1702
23	510		2050
24-25	500		
26	500		2250
27	500		1983
28	325		
29	240		908
30	240		967
31	240	△	1363
32	195	▲	714
33	195	▽	576
34	199		986
35	195		927
36	195	▽	926
37	195		805
38	195		832
39	350		1442
	➥1st Romita Spidey		
40	350		1306
	➥Goblin origin		
41	300		1243
	➥1st Rhino		
42	215		781
43	110		494
44	110		713
45	110	△	475
46	160		799
47	110	△	418
48	110	▲	489
49	110		564
50	575		2561
	➥Spidey quits		
51	175		701
52	100		638
53	100		445
54	100	▽	458
55	100		454
56	100	△	356
57	100		301
58	80		318
59	90	△	280
60	90		428
61	72	▽	287
62	72		292
63	150		646
	➥vs. both Vultures		
64	60		243
65	60	△	226
66	85		339
67	60	▲	246
	➥1st Randy		
68	60	△	241
69	70		299
70	70		280
71	70	△	281
72	90		348
73	50		199
74	80	△	330
75	60		275
76	60		273
77	60	△	251
78	60	△	283
79	60		248
80	60		
81	50		215
82	50		200
83	50		218
84	50	△	227
85	50		224
86	50		
87	65		311
88	65		239
89	65		294
90	65		310
91	50	△	194
92	50	△	256
93	50		
94	60		260
95	45	△	212
96	85		337
97	85	△	292
98	85	▲	327
99	55		241
100	150		391
101	120		537
102	100		439
	➥Morbius origin		
103	45	▲	193
104	90		362
105	26		102
	➥vs. Spider-Slayer		
106	26	▽	135
107	26		111
108	26		111
109	26	△	118
110	26		115
111	26	▽	136
112	26	△	117
113	33		138
114	33		164
115	33		132
116	22		87
117	22		101
118	22	△	98
119	47	△	199
120	47	▽	182
121	150	▽	807
	➥Gwen Stacy dies		
122	150		523
	➥Green Goblin dies		
123	35	△	140
124	35	△	173
125	22	▲	119

The Basics

In the old days, price guides had to depend solely on reports from dealers. Their pricing information wasn't current, but it didn't have to be.



Then came online auctions!

Fortunately, *CBG* is here to help -- with the only price guide based on **hundreds of thousands** of online auction results. Here's how it works!

For every comic book that's been successfully auctioned online **more than once** and is graded 9.4 (NM) by *CGC*, we print the average of the **last 25** closed auctions for it in our **shaded column**.

If you **don't** see a price, the comic book has yet to be sold more than once in *CGC* 9.4.

These are prices for *CGC* slabbed comics, but they help in figuring out the unslabbed prices.

With *CBG*, you can base your buying decisions on the world's largest database of past comics sales.

Whether you're at a store, a convention, or online, now you can buy with confidence!

Adventures - Amazing $

Claw origin; KKK story; Wise Guys begin; Meatball dies; 13 and Jinx story; "The Ghost Meets Claw's Uncle"

	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
	MAY 42	JUN 42	AUG 42	OCT 42	DEC 42	FEB 43	APR 43	JUN 43	AUG 43	OCT 43	NOV 43	JAN 44	FEB 44	APR 44	MAY 44
NM Price	$700	$625	$950	$825	$475	$575	$425	$425	$975	$365	$365	$560	$275	$275	$275

Archie Christmas Classics

Reading through the 15 stories in this book, you can conclude either that Archie is a perpetual second-placer, or the richest kid in Riverdale.

Consider the plots: Archie is overheard planning to give Veronica a "ring" for Christmas.

ARCHIE
WRITERS:
VARIOUS
ARTISTS:
VARIOUS
Color • 96 Pgs.
$10.95

Archie considers buying Mr. Lodge a rare bird for Christmas.

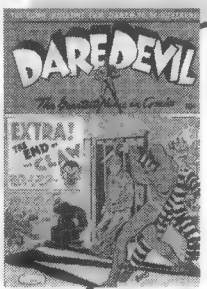
Reggie convinces Moose that Santa will punish him if he doesn't let him kiss Midge, again and again and again. Even the first appearance of Jingles the Elf takes us all the way back to 1961.

All of the stories are reprints from 1956 to 1963, and one of the best things about Archie and the gang is easily evident. The Archie of 1960 is the same Archie of 2004 in both art and story. Will he ever graduate? Will he ever decide whom he likes more? Who cares?

This *Archie Christmas Collection* is sure to please generations of fans. That's what good clean comics are all about.

★★★½ — **Tim Lasiuta**

www.archiecomics.com
ISBN: 1-879794-10-1



△ #31

DAREDEVIL

And then there were...

In *Daredevil* #13 (Oct 42), Biro added "The Little Wise Guys," a kid gang comprising Pee Wee, Meatball, Scarecrow, and Jock. In #14, Meatball died; Curly joined. Slowly, the kids took an increasing role, though by The Claw's death in #31, the hero was still star.

image © 1945 Magazine House

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Amazing Spider-Man CONTINUED		
126	22	75
127 ▽	22	105
128	22	78
129	275	906
➥1st Punisher		
129/A	6	
130	16	62
131 △	16	99
➥Uncle Doc Ock		
132 △	16	89
133 △	16	68
134	28	108
➥2nd Punisher		
135 △	36	183
136 △	36	202
➥Harry as Goblin II		
137 ▲	36	102
138	16	52
139	16	75
➥1st Grizzly		
140	16	67
➥Grizzly origin		
141 ▽	16	53
142 ▽	16	75
143	16	54
144 △	16	66
145 △	16	61
146 ▲	16	56
147 △	16	54
148 △	24	106
149 △	40	113
➥Spider-clone dies		
150 △	16	66
151	16	98
152	11	43
153 ▽	11	39
154 ▽	11	36
155	11	51
155/30¢	20	
156	11	49
156/30¢	20	
157	11	48
157/30¢	20	
158	11	39
158/30¢	20	
159 △	11	42
➥vs. Doc Ock		
159/30¢	20	
160	11	35
161 △	11	49
162 △	11	49
163	10	39
164	10	47
165	7	35
166 △	7	34
167	7	28
168	7	28
169	10	39
169/35¢	15	
170 ▽	7	29
170/35¢	15	
171	7	27
171/35¢	15	
172	7	34
172/35¢	15	
173	10	76
174 ▲	11	38
175	11	36
176 ▽	11	50
177	15	50
178 ▽	15	44
➥1st Hamilton Goblin		
179	15	43
180 ▽	7	48
181	7	33
182	7	30
183	7	29
184	7	22
185 ▲	7	27
186	7	30
187	7	31
188	7	26
189 ▲	7	24
190	7	30
191 ▽	6	24
192	6	25
193	6	25
194 ▲	23	86
➥1st Black Cat		
195 ▽	8	37
196	6	24
197	6	25
198	6	25
199	6	25
200 ▽	15	39
201	9	38
202	9	29
203	7	23
204 ▽	7	33
205 △	7	24
206	7	23
207	5	21
208	5	23
209	6	24
210	6	25
211	5	23
212 ▽	5	21
213	5	19
214	5	18
215	5	22
216	5	20
217	5	19
218	5	21
219 △	5	23
220	6	26
221-223	4	
224	4	17
225	4	
226	6	28
227	4	25
228	4	16
229	6	44
230	6	23
231	6	23
232-233	4	
234	4	22
235	4	16
236	4	18
237	4	18
238 △	35	96
CGC 9.9 avg		2682
➥1st Hobgoblin		
239	22	39
240	5	19
241	5	15
242	5	
243	5	26
244	5	24
245 ▽	5	20
246	4	10
247	4	15
248	4	
249 △	4	20
250	6	25
251	6	23
252	16	40
➥1st black costume		
253	6	21
254	5	20
255	4	17
256	4	16
257	4	16
258	4	20
259	4	17
260	5	21
261	5	20
262	4	15
263	4	
264	4	13
265 ▽	4	18
266	4	11
267	4	13
268	4	14
269	4	
270	4	17
271	4	18
272-273	4	
274 △	5	18
275	5	21
276 ▽	5	20
277	4	14
278	4	18
279 ▽	4	18
280	3	
281	4	19
282	4	20
283	4	
284	4	18
285	5	22
286	5	15
287	5	
288	5	22
289 ▲	5	24
290-291	5	
292	5	21
293	5	
294	5	22
295	5	25
296	5	18
297	5	25
298 △	35	42
➥McFarlane starts		
299	22	35
➥Venom cameo		
300	70	106
➥1st Venom		
301	9	22
302 ▽	9	15
303 ▽	9	18
304	6	15
305	6	14
306	6	17
307	6	17
308	6	18
309 ▽	6	14
310	6	18
311	6	18
312	8	20
313	5	18
314	5	15
315	8	20
316 ▽	8	21
317 ▲	8	22
318	6	23
319	6	18
320	6	12
321	4	16
322	4	18
323	4	12
CGC 9.9 avg		136
324	4	18
325 △	3	14
326	3	14
327	3	14
328 ▽	5	19
329	3	13
330	3	
331 ▽	3	11
332	3	
333	3	12
334	3	12
335-343	3	
344	4	18
CGC 9.9 avg		108
➥1st Cletus Kassidy		
345	3	
346	3	14
347	3	13
348-352	2	
353	2	9
CGC 9.9 avg		160
354-357	2	
358	4	23
359	2	
360	3	11
361 △	8	21
➥1st Carnage		
362	5	108
➥2nd Carnage		
363	4	14
364	3	
365	5	17
CGC 9.9 avg		18
366-374	2	
375	5	16
376-380	3	
381	3	16
382-388	3	
388/Variant	2	
389-394	3	
394/Variant	4	
395-399	3	
400	6	21
➥no overlay		
400/Gray	4	
➥gray overlay		
400/White	9	21
➥white overlay		
401-441	2	
500	4	
CGC 9.9 avg		181
501-502	3	
503-509	2	
509/DirCut	7	
➥Director's Cut		
510	4	
511	3	
512	5	
513	3	
Aim Giveaway 1	4	
Aim Giveaway 2	2	
Anl 1	700	1865
➥1st Sinister Six		
Anl 2	400	453
Anl 3	115	374
Anl 4	90	306
Anl 5	90 ▽	142
Anl 6	35	128
Anl 7	26	90
Anl 8	26	85
Anl 9	26	32
Anl 10	10	31
Anl 11	10	27
Anl 12	10	25
Anl 13	10	27
Anl 14	10	28
Anl 15	7 ▽	14
Anl 16	6	
Anl 17-18	5	17
Anl 19	5	
Anl 20	5	
Anl 21	6	21
➥Spidey marries		
Anl 21/Direc	10	22
Anl 22	4	
Anl 23-25	3	15
Anl 26	3	
Anl 27	3	
Anl 1996-97	3	
Ashcan 1	1	

Amazing Spider-Man
MARVEL, 1999

1	6	29
1/DF Romita	12	
1/DF Lee	35	
1/DF	5	
1/Authentix	8	
1/Sunburst	6	24
3-11	2	
12	3	
13-17	2	
18-19	3	
20	5	
21-24	2	
25/Speckle	4	
25/Regular	3	
26-29	2	

RETROVIEW
Amazing Spider-Man #143 ★

Marvel
Apr 1975 • 17 pp.
Writer: Gerry Conway
Pencils: Ross Andru
Inks: Frank Giacoia, Dave Hunt
Cover: Gil Kane, J. Romita

"And the Wind Cries: Cyclone!"

And the fans just cry. Joe Robertson and Peter Parker travel to Paris (!) to meet with J. Jonah Jameson's kidnappers, and Spider-Man tangles with The Cyclone.

The Cyclone is an appropriate foil, as a tornado has apparently wiped out any semblance of continuity and logic. It seems the trip-to-Paris setup was created solely to devote a full two pages to the Peter/MJ kiss, the only highlight of the issue. Wasn't Jameson on the lam for aiding a felon? Why is he kidnapped in Paris? Why does Robbie ask a freelance photographer to go with him to drop off ransom money with costumed henchmen? Feels like a house has been dropped on our heads.

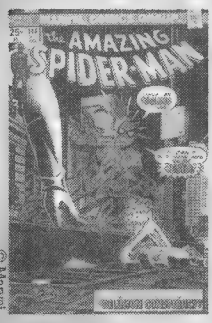
© Marvel

Best CGC copy: **9.8** **Then 25c NOW $16**

Claw dies | Eggbert begins | First Roger Wilco

THE BOTTOM LINE	NM Price	25 JUN 44	26 AUG 44	27 NOV 44	28 JAN 45	29 MAR 45	30 MAY 45	31 JUL 45	32 SEP 45	33 NOV 45
		$275	$275	$275	$275	$275	$275	$585	$200	$200

Amazing Spider-Man #144 ½★



© Marvel

Marvel
May 1975 • 17 pp.
Writer: Gerry Conway
Pencils: Ross Andru
Inks: Frank Giacoia, Dave Hunt
Cover: Gil Kane, J. Romita

"The Delusion Conspiracy"

After rescuing J. Jonah Jameson from the Cyclone, Peter Parker returns to New York to find a visitor at his apartment — Gwen Stacy.

We can only hope this was intended as a tribute to the legendarily awful Mighty Comics from Archie in the 1960s. In addition to the incoherent plot and horrific dialogue, Spider-Man beats The Cyclone ***with a fan!*** (The moral is: When in France, adopt a Jerry Lewis shtick.) The spotlight of the issue, of course, is Pete's first confrontation with Gwen Stacy's clone. This seems like an issue of *What The — !?* played straight. I'll bet a lot of readers thought this was an April Fool's joke.

Best CGC copy: 9.8 **Then 25¢ NOW $16**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
30	5	18
CGC 9.9 avg		118
➥Straczynski starts		
31	2	10
CGC 9.9 avg		58
32	4	14
33	4	
34	5	
CGC 9.9 avg		131
35	4	19
CGC 9.9 avg		101
36	10 ▽	36
CGC 9.9 avg		231
36/DF	25	85
➥9/11 issue		
37	3	12
38	3	11
39	3	12
40	2	
41	4	14
42	3	
43	3	13
44-49	2	
50	5	22
51-55	2	
56	2	8
57-58	3	
Anl '99-00	4	
Anl 2001	3	

American Century
DC, 2001
1-27 3

America's Best Comics
NEDOR, 1942
1 1600
2 850
3 600
4-6 440
7 575
8-10 400
11-20 . . . 360
21-24 . . . 325
25-31 . . . 265

America's Best TV Comics
ABC TV, 1967
1 55

America's Greatest Comics
FAWCETT, 1941
1 1900
2 900
3 675
4-5 500
6-8 450

America vs. the Justice Society
DC, 1985
1 2
2-4 1

Angel
DARK HORSE, 1999
1-17/Reg . . . 3
1-17/Variant . 3

Angel
DARK HORSE, 2001
1-4/Reg 3
1-4/Variant . . 3

Angela
IMAGE, 1994
1 4
1/Variant 4
2 . . . . . 3 11
3 3

Angel and the Ape
DC, 1968
1 . . . . . 25 146
2 20
3-7 15

Angel and the Ape
DC, 1991
1-4 1

Angel and the Ape
DC, 2001
1-4 3

Angeltown
DC, 2005
1 3

Animal Man
DC, 1988
1 4
2 . . . . . 3 13
3-49 2
50 3
51-55 2
56 4
57-89 2
Anl 1 4

Ant
ARCANA, 2004
1 10
1/Red foil . 35
2-3 5
3/Variant 6

Aphrodite IX
IMAGE, 2000
0/Wizard 9
0/Others 4
1 5
2 2
2/All variants . 3
3 2
4 4
4/Variant 5
Ashcan 1 . . . 6
Ashcan 1/Ltd 5

Aquaman
DC, 1962
1 750
2 250
3-5 100
6-10 75
11 90
12-17 50
18 65
19-22 40
23 . . . . . 40 194
24 40
25 . . . . . 40 ▽ 188
26-29 40
30 . . . . . 35 175
31 25
32 30
33 35
34 25
35-36 20
37 . . . . . 20 151
38-40 20
41 . . . . . 20 165
42-43 20
44-46 18
47 . . . . . 18 234
48-49 18
50 35
51 . . . . . 35 194
52 . . . . . 35 149
53-55 15
56 . . . . . 15 74
57-58 15
59-60 7
61 . . . . . 7 29
62 7
63 . . . . . 7 29

Aquaman
DC, 1986
1-4 3
Special 1 . . . 2

Aquaman
DC, 1989
1-5 1
Special 1 . . . 2

Aquaman
DC, 1991
1 2
2-13 1

Aquaman
DC, 1994
0-2 3
3-70 2
71-75 3
1000000 . . . 2
Anl 1 4
Anl 2 3
Anl 3 4
Anl 4-5 3

Aquaman
DC, 2003
1-14 3
15 12
CGC 9.9 avg 47
➥Old costume back
16-17 6
18-24 3

Aquaman Secret Files
DC, 1998
1-2 5

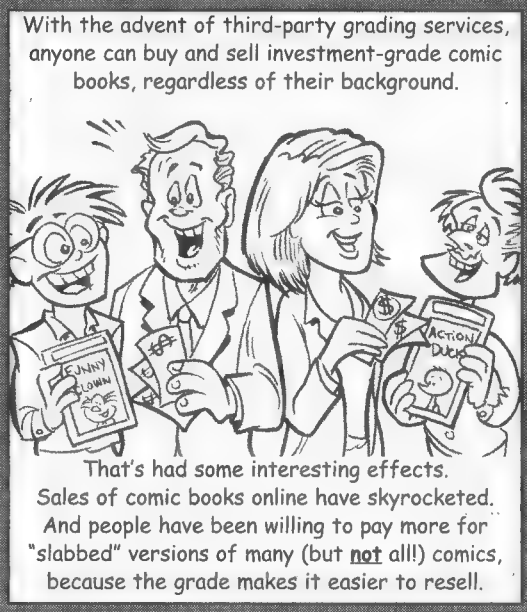
Aquaman: Time and Tide
DC, 1993
1-4 2

Arak Son of Thunder
DC, 1981
1-50 1
Anl 1 2

Archer & Armstrong
VALIANT, 1992
0-7 3
0/Gold 4
8 5
9-26 3

Archie
ARCHIE, 1942
1 12200
2 3325
3 2175
4 1100
5 1000
6 740
7-9 660
10 585
11-15 . . . 475
16-20 . . . 400
21-24 . . . 325
25-30 . . . 275
31-35 . . . 220
36-40 . . . 175
41-50 . . . 125
51-60 . . . 110
61-70 70
71-80 56
81-90 44
91-99 34
100 55
101-120 . . 22
121-140 . . 16
141-150 . . 13
151-180 . . . 9
181-200 . . . 5
201-250 . . . 3
251-552 . . . 2

The Basics



Amazing - Archie

Roger Wilco story | Full-page photo of series creators | Charles Biro bio | Daredevil unmasked | Letters from prisoners | Marquis de Sade bondage panel in "Eccentrics" feature

	34	35	36	37	38	39	40	41	42	43	44	45	46
	JAN 46	MAR 46	MAY 46	JUL 46	SEP 46	NOV 46	JAN 47	MAR 47	MAY 47	JUL 47	SEP 47	NOV 47	JAN 48
NM Price	$200	$200	$200	$200	$275	$200	$200	$200	$175	$150	$150	$150	$150

Assassins' Guild #0

With only 15 pages of story, this prequel to the upcoming graphic novel isn't worth $2.50. Perhaps if one penciller had managed to draw the entire story, instead of five pages per penciller, the package might be worth paying full price. Red Eye Press and Knightshift would have been better served getting one guy to draw it and pricing it at 99¢.

RED EYE PRESS
WRITER:
RANDY TAYLOR
ARTISTS:
VARIOUS
B/W • 16 Pgs.
$2.50

Out of the three artists represented, the first two — Jim Nunn and Jason Borne — are awful. The third and cover artist Dustin Weaver is also drawing the graphic novel. That was a wise choice, but, unfortunately, whoever picks this up will be treated to a pair of inferior artists before getting to the good stuff.

The story itself is generic: A group of covert operatives hide what they do from their families as they go out to assassinate people. Since the premise is so vanilla, writer Randy Taylor should turn a corner and make the next story about the characters and their relationships, since great characters can shore up a lousy plot any day.

★★ **— Steve Horton**

www.assassinsguild.net

RETROVIEW
Amazing Spider-Man #145 ★★

"Gwen Stacy Is Alive .. And, Well .."

Peter's problems mount: Aunt May is in the hospital, the "real" Gwen's back, and the Scorpion is loose.

The best part about this ish is the title. I'm not sure what part of the hospital May Parker is in, but I'd guess it's the psych ward. In Gerry Conwayland, she can handle all sorts of costumed bad guys, personal tragedies, and mind-bending developments that enter her life, but one glimpse at the silhouette of Gwen Stacy (at night ... it's snowing ... she's a block away!) and May's in the ICU. My theory: In the Director's Cut panel, she opened the tax bill for the Canadian nuclear power plant she inherited (in *ASM* #131).

Publisher
Jun 1975 • 18 pp.
Writer: Gerry Conway
Pencils: Ross Andru
Inks: Frank Giacoia, Dave Hunt
Cover: Gil Kane, J. Romita

Best CGC copy: 9.8

Then 25¢ NOW $16

© Marvel

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Archie CONTINUED		
Anl 1	1350	
Anl 2	660	
Anl 3	475	
Anl 4	345	
Anl 5	285	
Anl 6	180	
Anl 7	160	
Anl 8	135	
Anl 9	120	
Anl 10	110	
Anl 11	70	
Anl 12	60	
Anl 13	58	
Anl 14-15	50	
Anl 16-17	26	
Anl 18-19	22	
Anl 20	14	
Anl 21-26	9	
Archie Giant Series Magazine ARCHIE, 1954		
1	750	
2	475	
3-4	325	
5-6	275	
7-8	200	
9-10	185	
11	140	
12	125	
13	140	
14-15	110	
16	125	
17	110	
18	125	
19	110	
20	100	
21	85	
22	60	
23	80	
24-25	60	
26	80	
27	60	
28	80	
29-30	60	
31-141	40	
142	45	
143-160	20	
161-180	12	
181-200	10	
201-220	8	
221-250	6	
251	4	
452-550	3	
551-632	2	
Archie's Girls Betty & Veronica ARCHIE, 1950		
1	1400	
2	675	
3	485	
4-5	375	
6-10	285	
11-19	225	
20-29	165	
30-39	115	
40-50	85	
51-60	55	
61-70	45	
71-90	32	
91-110	24	
111-140	16	
141-160	13	
161-180	10	
181-200	7	
201-250	5	
251-319	3	
320	8	
321	4	
322-347	3	
Anl 1	525	
Anl 2	325	
Anl 3-4	265	
Anl 5	250	
Anl 6	175	
Anl 7	150	
Anl 8	100	
Archie's Pal Jughead ARCHIE, 1949		
1	2000	
2	675	
3	350	
4-5	230	
6-10	150	
11-15	95	
16-20	85	
21-30	55	
31-40	38	
41-60	22	
61-80	16	
81-100	10	
101-120	7	
121-126	5	
Anl 1	650	
Anl 2	350	
Anl 3	145	
Anl 4	85	
Anl 5	65	
Anl 6-8	45	
Archie's Pal Jughead ARCHIE, 1993		
46-161	2	
Archie's TV Laugh-Out ARCHIE, 1969		
1	42	
2	24	
3-5	16	
6	12	
7	22	
8-10	12	
11-20	9	
21-30	7	
31-40	6	
41-60	4	
61-106	3	
Armageddon 2001 DC, 1991		
1-2	2	
Armageddon: Inferno DC, 1992		
1-4	1	
Armageddon: Alien Agenda DC, 1991		
1-4	1	
Arrowsmith DC, 2003		
1-6	3	
Arrowsmith/ Astro City DC, 2004		
1	3	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Artesia SIRIUS, 1999		
1-6	3	
Ascension IMAGE, 1997		
0	3	
0/Gold	4	
0/Ltd	4	
0.5	4	
1	3	
1	4	
1/Variants	4	
2-22	3	
Ashcan 1	4	
Ash EVENT, 1994		
0	4	
0.5	3	
0.5/Ltd.	4	
0.5/Platinum	4	
1-6	3	
1-6/All variants	4	
Astonishing Spider-Man MARVEL		
1-32	4	
Astonishing Tales MARVEL, 1970		
1	36	146
2	14	56
3	14	56
4	14	54
5	14	66
6	10	41
7	12	54
8	13	52
9	9	36
10	9	
11	9	37
12 ➥Man-Thing story	21 △	125
13-24	4	
25 ➥1st Deathlok	30 ▽	94
26	9	41
27-28	4	
29	4	22
30-32	4	
33	10	39
34	4	
35	4	17
35/30¢	20	
36	4	21
36/30¢	20	21

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Astonishing X-Men MARVEL, 1995		
1	3	
2-4	2	
Astonishing X-Men MARVEL, 1999		
1	5	
2-3	3	
Astonishing X-Men MARVEL, 2004		
1	5	32
CGC 9.9 avg ➥Whedon starts		132
1/Cassaday	45 ▽	46
1/Del Otto	12	
1/A	5	
2	15	
3	4	
4	8	
4/Variant ➥Colossus cover	24	
5-6	3	
Astro City: A Visitor's Guide DC		
1	6	
Astro City Local Heros DC, 2003		
1-5	3	
Astro City IMAGE, 1995		
1	3	
2	2	
3	2	8
4-6	2	
Astro City IMAGE, 1996		
0.5	3	
1	4	
1/3D	5	
2-22	3	
Atlantis Chronicles DC, 1990		
1-7	3	
Atom DC, 1962		
1	450	
2	220	
3	170	
4-5	125	
6	90	
7 ➥Hawkman app.	150	
8-9	90	
10-13	85	
14 ➥Hawkman app.	85	345
15	85	
16-17	45	
18	45	211
19-20	45	
21-23	35	
24	35 ▽	129
25-28	35	
29	90	
30	35	
31	46	185
32-33	35	
34	35	137
35	35	
36-37	45	
38	30	
Special 1-2	3	

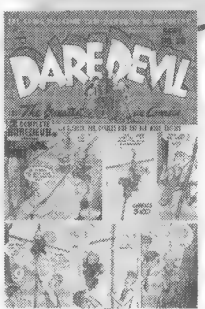
Arrows track **ACTUAL ONLINE SALES** of **slabbed CGC 9.4 (NM) copies** of each issue.

▲ A black up arrow indicates the average price paid has gone **up THREE months in a row**

▲ A gray up arrow indicates the average price paid has gone **up TWO months in a row**

△ An open up arrow indicates the average price paid has gone **up since last month**

▽ An open down arrow indicates the average price paid has gone **down since last month**



△ #50

DAREDEVIL

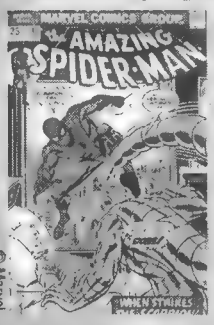
So who *was* Daredevil?

Daredevil was orphan Bart Hill, raised by Australian aborigines. He wore the tribal guise of a red-and-blue skintight suit, avenged his parents' death, and inherited their wealth but decided to adopt the Daredevil name, wear the suit all the time, and fight crime.

Image © 1948 Lev Gleason Pubs, Inc.

THE BOTTOM LINE	No Sniffer story	Sniffer origin	35-page DD story	Spread on juvenile delinquency			$1,500 contest	First with ACMP code stamp
	47 MAR 48	48 MAY 48	49 JUL 48	50 SEP 48	51 NOV 48	52 JAN 49	53 MAR 49	54 MAY 49	55 JUL 49
NM Price	$150	$150	$150	$150	$115	$115	$115	$115	$115

Amazing Spider-Man #146 ★1/2



© Marvel

"Scorpion ...Where Is Thy Sting?"

Pete has a heart-to-clone talk with Gwen. Manipulated by The Jackal, The Scorpion has an arachnid showdown with Spider-Man in May Parker's hospital room.

The issue has The Jackal revealing some of his machinations and twisted reasonings — very Joker-esque. A much-needed bit of levity takes place when Spider-Man forces Scorpion to apologize to Aunt May. The Gwen-Pete confrontation is too much soap opera. And on the cover, it appears the Scorpion is a split-second away from simultaneously punching *and* stinging bedridden Aunt May, who's several decades older than Noah. What's next for May, a nuclear device? Wait, that was *last* year ...

Marvel
Jul 1975 • 18 pp.
Writer: Gerry Conway
Pencils: Ross Andru
Inks: Tartaglione, Esposito, Giacoia, Romita Jr.
Cover: John Romita

Top CGC copy: **9.8** Then 25¢ NOW **$16**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Atom and Hawkman DC, 1968		
39-41	30	
42	30 △	130
43-45	30	
Aurora Comic Scenes AURORA, 1974		
181-183	25	
184 ➥Hulk minicomic	25	26
185-193	25	
Authority DC, 1999		
1	5	20
2-3	4	
4-6	3	
7	3	10
8-29	3	
Ani 2000	4	
Authority DC, 2003		
0-14	3	
Authority/ Lobo Xmas Special DC, 2003		
1	5	
Authority: Revolution DC, 2005		
1	3	
Avengelyne MAXIMUM, 1995		
1	3	
1/Gold	4	
2-3	3	
Ashcan 1	4	
Avengelyne MAXIMUM, 1996		
0	3	
0.5	3	
0.5/Platinum	4	
1	3	
2	4	
3-15	3	
Avengers MARVEL, 1963		
0	3	
1	3560	14875
➥1st Avengers		
1.5	3	
2	850	3425
3	475	2728
4	1550	5063
➥Cap America joins		
4/Gldn Rec	90	164
5	250	
6	200	1400
7	215	1663
8	195	1002
9	200	
➥1st Wonder Man		
10 △	185	634
➥1st Hercules		
11	200	1084
➥Spider-Man app		
12	125	419
13	125	
14	125	528
15	125	364
16	125	
17	100	418
18	100	389
19	125	533
20 ▽	75	322
21	65	
22 △	65	271
23	65	296
24	65	143
25	65	368
26	65	188
27	65	284
28-29	50	
30	50	201
31	43	
32	43	150
33	43	216
34	43	235
35	43	188
36	43	116
37	43	159
38	43	
39	43	173
40	43	155
41	43	163
42	43	200
43	43	175
44	43	145
45	43	200
46	35	125
47	35	151
48	35	150
49	35	130
50	35	120
51	35	164
52	38	174
53	45	253
➥X-Men app		
54	38	126
55	38	121
56	38	215
57	110	445
➥1st Vision		
58	70	265
59	40	
60	40	154
61	30	117
62	30	132
63 △	30	131
64	30	114
65	30	101
66 ▲	30	128
67	44	191
68	22	
69	22	113
70	22	
71 ▽	50	209
➥1st Invaders		
72	23	119
73	23	105
74	23	107
75	23	100
76	23	96
77	23	80
78	23	102
79 ▽	23	83
80	23	
81	23	89
82	23	111
83	36	153
➥1st Valkyrie		
84	23	
85	23	98
86	23	100
87 ▽	40	153
88	20	95
89	20	
90	20	89
91	20	89
92	20	
93	98	476
➥Double-size		
94 △	35	142
95	35	148
96	35	151
97	26	112
98	26	73
99	26	129
100 △	65	217
➥Knight gets sword		
101	18	
102	18	62

Do-It-Yourself Grading

While **CGC** keeps its grading standards private, these are the **traditional** condition definitions...

Mint

Abbreviated: **M**

This is a perfect comic book.

The term for this grade is the same one used for **CGC's 10.0 grade.**

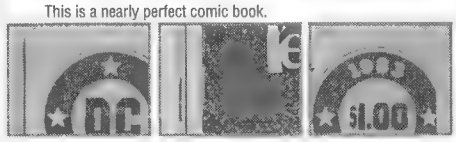
Its cover has full luster, with edges sharp and pages like new. There are no signs of wear or aging. It is not imperfectly printed or off-center.

Occasionally referred to as "Gem Mint," a term used by sportscard dealers.

Near Mint

Abbreviated: **NM**

This is a nearly perfect comic book.



The term for this grade is the same one used for **CGC's 9.4 grade.**

Its cover shows barely perceptible signs of wear.

Its spine is tight, and its cover has only minor loss of luster and only minor printing defects. Some discoloration is acceptable in older comics — as are signs of aging.

Very Fine

Abbreviated: **VF**

A **Very Fine** copy has beginning signs of wear.

The term for this grade is the same one used for **CGC's 8.0 grade.**

There can be slight creases and wrinkles at the staples, but it is a flat, clean issue with definite signs of being read a few times

There is some loss of the original gloss, but it is in general an attractive comic book

Fine

Abbreviated: **F, Fn**

A **Fine** comic book is a good-looking copy ... at first glance.

The term for this grade is the same one used for **CGC's 6.0 grade.**

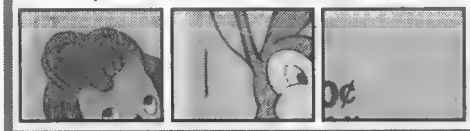
This comic book's cover is worn but flat and clean with no defacement There is usually no writing on the cover or tape repair.

Stress lines around the staples and more rounded corners are permitted.

Very Good

Abbreviated: **VG**

A **Very Good** comic book is well-read and has some problems.



The term for this grade is the same one used for **CGC's 4.0 grade.**

Most of the original gloss is gone. There are minor markings, discoloration, and/or heavier stress lines around the staples and spine.

The cover may have minor tears and/or corner creases, and spine-rolling is generally permissible

Good

Abbreviated: **G, Gd**

A **Good** copy is a very worn comic book with nothing missing.

The term for this grade is the same one used for **CGC's 2.0 grade.**

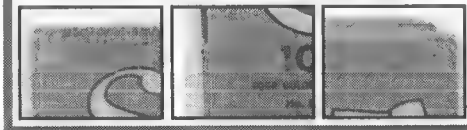
Creases, minor tears, rolled spine, and cover flaking are generally permissible in this grade.

Older Golden Age comic books often come in this condition.

Fair

Abbreviated: **FA, Fr.**

A **Fair** copy has multiple problems but is structurally intact.



The term for this grade is the same one used for **CGC's 1.0 grade.**

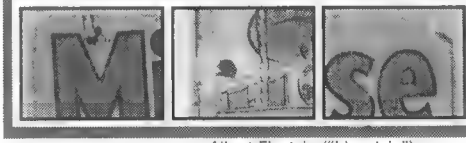
Copies may have a soiled, slightly damaged cover, a badly rolled spine, cover flaking, corners gone, and tears.

Tape may be present and is always considered a defect.

Poor

Abbreviated: **P, Pr**

A **Poor** copy is damaged and generally unsuitable for collecting



The term for this grade is the same one used for **CGC's 0.5 grade.**

While the copy may still contain some readable stories, major defects get in the way

Copies may be in the process of disintegrating and may do so with even light handling

Lou "The Toe" Groza feature

"Squeeks Gets the Dope" story

Human fly story

Albert Einstein ("Lionstein") character appears

Ted Schroeder tennis feature

56	57	58	59	60	61	62	63	64	65	66	67	68
SEP 49	NOV 49	JAN 50	FEB 50	MAR 50	APR 50	MAY 50	JUN 50	JUL 50	AUG 50	SEP 50	OCT 50	NOV 50
NM Price $115	$115	$115	$115	$115	$90	$90	$90	$90	$90	$90	$90	$90

Battle Royale
Vol. 7

A cross between *Survivor, Lord of the Flies,* and *The Most Dangerous Game,* this brutal saga depicts how demented adults force a class of ninth graders to kill or be killed on a remote island. In this perverse "Program," the clock starts ticking as each student has three days to become King of the Hill and endures broken friendships, deception, and betrayal.

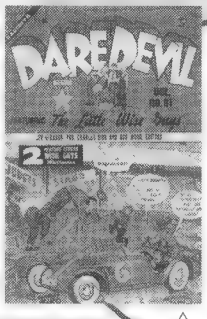
TOKYOPOP
WRITER:
KOUSHUN TAKAMI, KEITH GIFFEN
ARTIST:
MASAYUKI TAGUCHI
B/W • 224 Pgs.
$9.99

In the seventh volume, basketball star Shinji plans to plant a bomb to destroy the government troops in the school. But will his alliance with the awkward Yukata be his Achilles heel? The ice-blooded and merciless Kazuo has a trigger finger on his machine gun and a deadeye set on both of them. But can Shinji make the shot of his life?

Originally published as a novel in 1999, this story was reincarnated as a manga and cult movie. Now, the comic has hit Western audiences like a bullet to the head. Unabashedly, it revels in sudden impacts, exit wounds, and sadomasochistic cruelty that far surpass any Western rival. It's as entrancing as watching a slow-motion multi-vehicle car wreck.

★★½ **— Oliver Chin**

www.tokyopop.com
ISBN: 1-591824-19-2



DAREDEVIL

Where'd he go?

With #69, the run of continuous Daredevil stories came to an end, as The Little Wise Guys took over, though the title remained *Daredevil* throughout the run. Daredevil returned to the series only twice after that, in #79 and #80. Thereafter, it was a kid series.

image © 1951 Lev Gleason Pubs, Inc.

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Avengers CONTINUED		
103	25	146
➥Sentinels		
104	18	79
105	18	
106	18	66
107	18	79
108	18	48
109	18	
110	22	103
111	22	86
112	18	97
113	13	42
114	13	70
115	13	
116	25	113
➥Defenders War		
117	20	79
118	20	85
119-120	12	
121	12	38
122	12	55
123	12	34
124	12	46
125	20	77
126	18	
127-130	12	
131 △	8	50
132 △	8	38
133	8	33
134 △	10	37
135	10	39
136	8	28
137	8	29
138	8	25
139-140	8	
141	8	43
142	8	34
143	8	31
144	8	33
145-146	6	
146/30¢	20	
147	6	
147/30¢	20	
148	6	
148/30¢ △	15	72
149	6	22
149/30¢	15	
150	6	30
150/30¢	15	
151	6	28
152	6	26
153-155	6	
156	8	48
157	6	
158	6	29
159-160	6	
160/35¢	15	
161	6	26
161/35¢	15	
162	6	31
162/35¢	15	
163	6	28
164-165	6	
166	6	23
167	5	16
168 △	5	29
169	5	17
170	5	17
171	5	
172	5	15
173 △	5	18
174-176	5	
177	5	10
178	5	23
179	5	13
180	5	17
181	6	
182	5	18
183	5	21
184	5	25
185	5	27
186	5	20
187	5	23
188	5	
189	5	25
190	5	16
191	5	25
192	5	20
193-194	5	
195	5	16
196 △	5	30
197-199	5	
200	7	35
➥Double-size		
201-210	3	
211	3	12
212-218	3	
219-224	2	
225	3	12
226-249	2	
250	3	
251-262	2	
263	3	
264-349	2	
350	3	
351-359	1	
360	3	
361-362	1	
363	3	
364-365	1	
366	4	
➥Foil cover		
367-368	1	
369	3	
370-374	1	
375	2	
375/Coll	3	
376-379	2	
379/Flipbook	3	
380	2	
380/Flipbook	3	
381	2	
381/Flipbook	3	
382	2	
382/Flipbook	3	
383-399	2	
400	4	
401-402	3	
Anl 1	85	450
Anl 2	26	466
Anl 3	26	
Anl 4	23	92
Anl 5	10	107
Anl 6	7	
Anl 7	14	50
Anl 8	6	30
Anl 9	4	
Anl 10	20 ▲	36
Anl 11-16	4	
Anl 17-23	3	

Avengers MARVEL, 1996

1	3	13
1/Variant	3	
2-11	2	
12	3	
13	2	

Avengers MARVEL, 1998

0	2	
1	4	12
1/Chrome	6	
1/Other variants	4	
2-5	3	
6-11	2	
12	3	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
12/DFE cover	12	
12/Headshot	5	
13-24	2	
25	3	
26-33	2	
34	3	
35-47	2	
48	4	
49	2	
50	3	
51-80	2	
81-82	3	
83-84	2	
500	12	
500/DirC	15	
501	5	
502	7	
➥Hawkeye dies		
503	4	
Anl 1998	3	
Anl '99-00	4	
Anl 2001	3	

Avengers: Earth's Mightiest Heroes MARVEL, 2004

1	4	

Avengers Finale MARVEL, 2004

1	4	

Avengers Forever MARVEL, 1998

1	3	
1/WF	5	
2-12	3	

Avengers/JLA DC, 2003

2	7	
CGC 9.9 avg		53
4	6	
CGC 9.9 avg		23

Avengers: The Crossing MARVEL, 1995

1	5	
CGC 9.9 avg		37

Avengers/Thunderbolts MARVEL, 2004

1-6	3	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Avengers West Coast MARVEL, 1989		
47-74	1	
75	2	
76-102	1	
Anl 4-7	2	
Anl 8	3	

Azrael DC, 1995

1-46	2	
47	4	
47/Ltd	6	
48-68	2	
69-74	3	
75	4	
76-100	3	
1000000	3	
Anl 1	4	
Anl 2	3	
Anl 3	4	

Azrael Plus DC, 1996

1	3	

Babylon 5 DC, 1995

1	5	
2-4	4	
5-11	3	

Bachelor Father DELL, 1962

2	50	

Backlash IMAGE, 1994

1-32	3	

Badger CAPITAL, 1983

1	4	19
2-5	3	
6-49	2	
50	4	
51	2	
52-54	3	
55-70	2	

Badger IMAGE, 1997

1-11	3	

Bad Girls DC, 2003

1-5	3	

Badrock/Wolverine IMAGE, 1996

1	5	
1/Variants	5	

Ballistic/Wolverine TOP COW, 1997

1	4	

Barbarians ATLAS-SEABOARD, 1975

1	6	32

Barbie and Ken DELL, 1962

1	200	
2	150	226
3-4	150	
5	165	

Batgirl DC, 2000

1	4	14
1-2	3	
2	4	10
3-5	4	
6-57	3	
Anl 1	4	

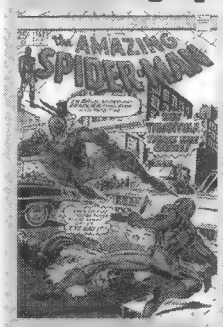
The shaded column indicates **AVERAGE ACTUAL ONLINE AUCTION prices paid** for **slabbed CGC 9.4 (NM) copies** of each issue.

Only those comics that have sold in 9.4 (NM) **more than once** are included in our list. For items that have been sold online many times, we only average the **25 most recent** closed auctions.

We've tracked more than 250,000 online auctions for CGC comics since June 2000. If we don't list a market price, there simply isn't one yet.

RETROVIEW

Amazing Spider-Man #147 ★



"The Tarantula Is a Very Deadly Beast!"

Gwen Stacy is revealed as a clone, but Spider-Man has bigger trouble: He's captured by Tarantula, the Jackal, and the hypnotized Gwen.

Some "deadly beast." *This* Tarantula is just a doofus with an ill-fitting bandanna and pointy shoes. If Spidey wasn't so distracted from the nutty scripts, he'd string up Tarantula in two seconds flat. Unfortunately, Web-Head must deal with the madness Gerry Conway has inflicted on his world: hypnotized clones, bus drivers disguised as The Jackal, and menacing storefront windows that must be smashed in Hulklike fashion. By now, fans are begging for "normal" stories with The Kangaroo or Mindworm.

Marvel
Aug 1975 • 17 pp.
Writer: Gerry Conway
Pencils: Ross Andru
Inks: Mike Esposito, Dave Hunt
Cover: John Romita

Best CGC copy: **9.8**

Then 25c NOW $16

© Marvel

	Daredevil leaves	Air Devils	Air Devils	Air Devils	Rocky Graziano feature	Air Devils	Air Devils	Air Devils	Air Devils
	69	70	71	72	73	74	75	76	77
NM Price	DEC 50	JAN 51	FEB 51	MAR 51	APR 51	MAY 51	JUN 51	JUL 51	AUG 51
THE BOTTOM LINE	$90	$60	$60	$60	$60	$60	$60	$60	$60

Amazing Spider-Man #148 ★

© Marvel

"Jackal, Jackal ... Who's Got the Jackal?"

The key to The Jackal's vendetta lies with missing cell samples. As Spider-Man closes on the answer, he's captured by The Jackal, who reveals his identity — and his final revenge.

One thing about Conway's script: The Jackal's identity was cleverly disguised through the entire run. Of course, not a lot of right-thinking readers would guess that an AARP-qualified biology teacher would have the strength and stamina of an Olympic gymnast or the scientific know-how and resources of the Manhattan Project to set up this elaborate scheme. Follow the bouncing plots, fans, because they're pretty close to bottoming out!

Marvel
Sep 1975 • 18 pp.
Writer: Gerry Conway
Pencils: Ross Andru
Inks: M. Esposito, D. Heath
Cover: Gil Kane, J. Romita

Best CGC copy 9.8 — Then 25c NOW $24

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Batgirl Special DC, 1988		
1	3	12
Batgirl: Year One DC, 2003		
1-9	3	
Bat Lash DC, 1968		
1	25	
2-3	15	
4	15	48
5	15	
6	15	35
7	15	
Batman DC, 1940		
0	3	
1	78000	
➥1st Catwoman		
2	13250	
3	9750	
4	7250	
5	5700	
➥1st Batmobile		
6-7	4100	
8	4300	
9-10	4100	
11	4750	
12	2900	
➥1st Batcave		
13-14	2775	
15	2625	
16	4600	
➥1st Alfred		
17-20	1650	
21-22	1275	
23	2000	
24	1275	
25	2050	
26-30	1275	
31-36	950	
37	1200	
38	1000	
39	950	
40	1140	
41-43	760	
44	1080	
45-46	760	
47	3000	
➥Batman origin		
48	965	
49	1350	
➥1st Mad Hatter		
50-51	690	
52	850	
53-54	690	
55	850	
56-57	690	
58	750	
59-61	690	
62	1250	
➥Catwoman origin		
63	575	
64	515	
65	575	
66	660	
➥vs. Joker		
67-68	515	
69	575	
70-72	515	
73	660	
74	550	
75-77	500	
78	585	
79-80	500	
81	485	
82-83	435	
84	485	
85-90	435	
91-99	400	
100	2000	
➥Anniversary issue		
101-102	400	
103	400	1615
104	400	
105	490	
106-109	400	
110	425	
111-120	290	
121	375	
➥1st Mr. Freeze		
122	225	929
123	220	
124-126	195	
127	240	
➥vs. Joker		
128	195	
129	250	
➥Robin origin		
130	195	
131	145	
132-135	130	
136	215	
➥vs. Joker		
137-145	140	
146-147	110	
148	140	
➥vs. Joker		
149-150	110	
151	90	
152	100	
153-154	85	
155	300	
➥1st SA Penguin		
156-164	85	
165	85	818
166-167	85	
168	85	345
169	90	
170	85	
171	450	
➥1st SA Riddler		
172-175	75	
176	85	
177	75	272
178	75	375
179	120	
➥vs. Riddler		
180	60	197
181	175	
➥1st Poison Ivy		
182-185	60	
186	60	321
187	65	271
188	40	
189	115	
➥1st SA Scarecrow		
190	45	
191	40	
192	40	263
193	70	284
194-196	40	
197	100	372
➥Catwoman app.		
198	80	
199	40	190
200	100	305
➥Robin origin		
201	35	
202	30	141
203-204	30	
205	30	127
206-212	30	
213	45	
214-217	30	
218	50	206
➥Giant-size		
219	50	
220-221	30	
222	50	
223	40	
224-225	30	
226	30	187
227	30	353
228	40	
229	30	149
230-231	30	
232	100	405
➥1st Ra's al Ghul		
233	30	
234	115 △	456
➥1st SA Two-Face		
235	17	

The Butler Report

by **Don Butler,** *CBG* price guide analyst

On the move

Green Lantern: Rebirth was huge in October (see p. 171 for the details). There's been a trickle-down effect as retailers have reported above-average activity on older *Green Lantern*.

Spider-Man continues to dominate. It's staggering to note that some 20% of all slabbed titles are either ***Amazing*** or ***Ultimate Spider-Man***, of the unslabbed comics sales collectors are interested in the *Ultimate* variants.

Except for *Spectacular Spider-Man*, activity has begun to slow on older comics-related **magazines** (*Creepy, Eerie, Vampirella*). We suspect the interest is still there, but the number of slab-worthy issues is not. Sales with anything less than Fine condition are not attracting buyers.

Underrated bargains

Still flying under the radar screen is ***The Brave and the Bold*** #60 (the second appearance of the Teen Titans and the introduction of Wonder Girl). It's still valued below the price of #61, which features an excellent Murphy Anderson Starman origin to go along with a Black Canary feature. Expect that to change in the coming months.

Frank Miller's ***Ronin*** features some of his best artwork and most compelling storytelling. Will the *Sin City* buzz carry over to this mid-1980s DC series?

There are still great deals on 1970s horror titles such as Marvel's ***Supernatural Thrillers*** and ***Dead of Night***.

Short takes

• A Pittsburgh resident has uncovered a sizable stash of Silver Age comics that belonged to a friend of the family. The list includes early *Daredevil* (Marvel), *Showcase, Justice League of America, Brave and The Bold, Strange Adventures,* and *Tales of the Unexpected.*

• Gary Dolgoff's online auction (through Dec. 8 on eBay, listed under GDCOMICS) will bring more than 30,000 high-grade Marvel and DC super-hero comics into the market. Expect to see more action on titles such as *The Demon, The Eternals, New Gods,* and *Ka-Zar.*

• Thought of the month: Didn't you walk out of *The Incredibles* thinking, "This is what the *Fantastic Four* movie *should* be?"

Unslabbed comics in demand

Other unslabbed comics with back-issue prices heading up include:

- *NYX*, especially #3 (the introduction of X-23/Wolvie's daughter)
- *Amazing Spider-Man* #361 and #362, featuring the first and second appearance of Carnage
- "Avengers Disassembled" crossover issues
- *Ultimate Spider-Man* #1 (white cover) shot up to $500, due to huge high-grade auction activity in October (see p. 159)
- *Identity Crisis* crossovers

Older unslabbed comics still generating interest:

- *Sub-Mariner* (Vol. 1), which has seen a run on high-grade copies since September
- Early issues of *Man-Thing, Werewolf by Night, Monster of Frankenstein*, and other Marvel horror titles

October slabbed comics sales

Throughout the price guide, you'll see a variety of arrows next to slabbed comics prices. The figure calculates all slabbed auction results of 9.4-graded comics from the previous three months. Here's what they indicate:

▲ Slabbed comic has **increased three months in a row** in average value = **12**

▲ Slabbed comic has **increased two months in a row** in average value = **31**

△ Slabbed comic has **increased since last month** in average value = **245**

▽ Slabbed 9.4 comic has **decreased since last month** in average value = **297**

*Prodigal editor **Don Butler** returned to comics after 11 years to handle the CBG price guide. Contact him at **megaguide@krause.com.***

	Air Devils	Daredevil returns	Daredevil final appearance	Dilly Duncan feature moves over from *Boy Comics*			Dilly Duncan	Dilly Duncan	Dilly Duncan	Wise Guys club announced	Enormous warning against selling "stripped" copies on page one		
	78 SEP 51	79 OCT 51	80 NOV 51	81 DEC 51	82 JAN 52	83 FEB 52	84 MAR 52	85 APR 52	86 MAY 52	87 JUN 52	88 JUL 52	89 AUG 52	90 SEP 52
NM Price	$60	$70	$70	$55	$55	$55	$55	$55	$55	$55	$55	$55	$55

Best of Gahan Wilson

Almost since he was born in 1930, cartoonist Gahan Wilson has been drawing the memorably macabre. (He notes of a drawing he did when "a tiny kid": "on one of the drawings, written in my mother's loving hand, it says: HORRIBLE MONSTER COMES TO KILL US ALL.") This delicious volume not only provides a collection of his work but also illuminates via anecdotes interspersed with the cartoons. Here are such memorable examples as the Playboy "I think I won!" carried by many soldiers in Vietnam and the "And then we'll get him" cartoon that provided the title for an earlier collection. Organization is excellent, with some layouts set up by themes: aliens, Lovecraftian monsters, cave paintings, Dick Tracy, Sherlock Holmes, and the like. Topping off the volume are samples of his *National Lampoon* work and "The Conqueror Worm" from his First Comics *Classics Illustrated* Poe adaptations. Lovingly done, this is a terrific book that will leave readers who relish ghoulishly comic cartoons yearning for more.

UNDERWOOD BOOKS
WRITER:
GAHAN WILSON
ARTIST:
GAHAN WILSON
COLOR AND B/W • 144 Pgs.
$15

★★★★

— Maggie Thompson

www.underwoodbooks.com
ISBN 188742487-3

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Batman CONTINUED		
236	17	65
237	75 △	367
➥1st Reaper		
238	65	
➥100 pages		
239	17	
240	17	75
241	17	
242	17	76
243	40	242
➥vs. Ra's al Ghul		
244	40	167
➥vs. Ra's al Ghul		
245	40	
246	15	
247	15	51
248	15	86
249	15	60
250	15	48
251	60	257
➥vs. Joker		
252-253	14	
254-255	32	
256	32	118
257	32	
258	32	153
259-261	32	
262	13	58
263	9	60
264-266	9	
267	8	16
268-277	8	
278	8	18
279-280	8	
281	8	25
282-284	8	
285	8	32
286	12	45
➥vs. Joker		
287-290	9	
291	9	54
292-294	9	
295	8	20
296-298	8	
299	8	23
300	15	64
301-306	7	
307	7	20
308	7	32
309-316	7	
317	7	25
318-331	7	
332	8	
333-352	7	
353	5	17
354-356	7	
357	9	
358-365	7	
366	6	24
367	7	
368	8 △	32
369-370	6	
371-399	5	
400	10	39
401-403	4	
404	5 ▽	22
405	6	22
406	5	18
407	5	12
408	5	
CGC 9.9 avg		46
409-416	3	
417	5	17
418	4	10
419-420	4	
421-425	3	
426	6	23
427	6	
427/Direct ed.	4	17
428	6 △	23
429	4	13
430	3	
431-435	2	
436	3	
437-441	2	
442	3	
443-456	2	
457	3	
457/Direct ed.	4	
458-486	2	
487	1	
488-492	3	
492/Silver	5	
493	3	11
494-496	2	
497	3	11
CGC 9.9 avg		78
498-500	2	
500/Collectors	4	
501-515	2	
515/Variant	4	14
516-530	2	
530/Variant	3	
531	2	
531/Variant	3	
532	2	
532/Variant	3	
533-535	2	
535/Variant	4	
536-549	2	
550	3	
550/Variant	4	
551-562	2	
563-564	3	
565-599	2	
600	4	12
601-607	2	
608	8	17
CGC 9.9 avg		97
➥Jim Lee begins		
608/2nd	30	
608/RRP	500	
609	4	14
610	2	12
611	2	
612	12	
612/B&W	20	
613	2	
614	2	8
615	2	
616	2	13
617	3	10
618	3 ▽	11
619	3 △	11
620-629	2	
630	3	
631-632	2	
633	3	
1000000	3	
Anl 1	540	
Anl 2	275	
Anl 3	215	
Anl 4-5	110	
Anl 6-7	85	
Anl 8	7	
CGC 9.9 avg		
Anl 9-11	6	
Anl 12-13	5	
Anl 14-15	3	
Anl 15/Silver	2	
Anl 16-18	3	
Anl 19	4	
Anl 20	3	
Anl 21	4	
Anl 22-23	3	
Anl 24	4	
GS 1-2	5	
GS 3	6	
Batman Adventures DC, 1992		
1	3	
1/Silver	4	
2-7	2	
7/Collectors	3	
8-24	2	
25	3	
26-36	2	
Anl 1	3	
Anl 2	4	
Holiday 1	3	
Batman Adventures DC, 2003		
1-15	2	
16	0	
17	2	
Batman Adventures: Mad Love DC, 1994		
1	8	9
Batman and Robin Adventures DC, 1995		
1	3	
2-24	2	
25	3	
Anl 1-2	4	
Batman and Robin Adventures: Sub-Zero DC, 1998		
1	4	
Batman and Superman: World's Finest DC, 1999		
1	3	
2-10	2	
Batman and the Outsiders DC, 1983		
1	3	21
2-32	2	
Anl 1	3	
Anl 2	2	
Batman Beyond DC, 1999		
1	3	14
2-24	2	
Batman Beyond DC, 1999		
1	3	
2-6	2	
Batman Beyond: Return of the Joker DC, 2001		
1	3	
Batman Beyond Origin DC, 1999		
1	1	
Batman Black and White DC, 1996		
1	4	
2-4	3	
Batman Chronicles DC, 1995		
1-12	4	
13-23	3	
Batman Family DC, 1975		
1	14 △	64
2	10	
3-4	8	
5	8	29
6	8	29
7-8	6	
9-10	7	
11	7	30
12	7	
13-14	5	
15	5	37
16	5	
17-19	7	
20	7	30
Batman: Gotham Adventures DC, 1998		
1-10	3	
11-60	2	
Batman: Gotham Knights DC, 2000		
1-54	3	
55	4	
56-58	3	
Batman: Harley & Ivy DC, 2004		
1-3	3	
Batman: Hush DC, 2003		
1	5	11
Batman: Legends of Dark Knight DC, 1989		
0	3	11
1	3	10
2-15	3	
16	4	
17-20	3	
21-26	2	
27	3	
28-49	2	
50	4	
51-99	2	
100	5	
101-119	2	
120	4	

PRICES FOR OTHER UNSLABBED GRADES

Unslabbed (loose) Very Fine/Near Mint is **5/6** (83%) of the Loose NM price above

Very Fine (VF) is **2/3** (67%) of NM

Fine (F) is **1/3** (33%) of NM

Very Good (VG) is **1/5** (20%) of NM

Good (G) is **1/8** (12.5%) of NM

RETROVIEW
Amazing Spider-Man #149 1½★

"Even If I Live, I Die!"

Spider-Man is forced to fight his own clone (say what?) by The Jackal, who is holding Ned Leeds' life ransom.

And send in the clones! The culmination of the clone "saga" (and Gerry Conway's final issue) was so nonsensical the entire lettercol of #153 attempted to explain the mess. The one shining light is Peter and MJ cementing their relationship, as Gwen exits the storyline for a couple of decades. But this Gerry Conway time bomb of a storyline remained in place to haunt a new generation of readers. Dear Current Powers That Be: When mining for good ideas, consider these Shale Age stories to be toxic. Please?

Marvel
Oct 1975 • 1 pp.
Writer: Gerry Conway
Pencils: Ross Andru
Inks: Mike Esposito
Cover: Gil Kane, J. Romita

© Marvel

Best CGC copy 9.8 **Then 25c NOW $40**

△ #106

DAREDEVIL

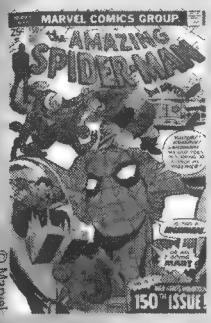
Just kidding around!

The Little Wise Guys (Curly, Scarecrow, Jock, and Pee Wee — now known as Slugger) didn't even miss their old buddy, whose later adventures must have happened off-panel. Another Gleason kid hero (*Boy Comics*' Crimebuster) appeared in series text features.

Image © 1953 Lev Gleason Pubs, Inc.

	Dilly	Dilly Duncan	Dilly Duncan	Dilly Duncan	Dilly Duncan	Cut-out trading cards	Dilly Duncan	Dilly Duncan	Cut-out trading cards
	91	92	93	94	95	96	97	98	99
NM Price	OCT 52 $55	NOV 52 $55	DEC 52 $55	JAN 53 $55	FEB 53 $55	MAR 53 $55	APR 53 $55	MAY 53 $55	JUN 53 $55

Amazing Spider-Man #150 ★★1/2



© Marvel

"Spider-Man ... Or Spider-Clone?"

Did Spider-Man die or was it the clone? While battling robot versions of Vulture, Sandman, and Kingpin and facing their ultimate creator, Spider-Man realizes who he really is.

Spidey, we all feel your pain ... particularly Archie Goodwin, recruited to clean up some of the Conway plot detritus littering the Spideyverse. Goodwin turns in a solid job, while Gil Kane pencils snappy action sequences. This issue showed promise that the title was ready to move away from the Twilight Zone antics of the previous three years. Sadly, in the short term fans got aimless stories, little character development, and the return of some moth-eaten bad guys.

Marvel
Nov 1975 • 18 pp.
Writer: Archie Goodwin
Pencils: Gil Kane
Inks: Frank Giacoia, Mike Esposito
Cover: Gil Kane & Giacoia

Best CGC copy: **9.8**

Then 25¢ NOW $16

The Butler Report

Prices for 9.9s leveling out

Every issue, ***CBG*** brings you in its shaded price guide columns the average auction price for comics auctioned more than once in 9.4 (NM). To help track those newer comics that are almost always sold in grades higher than 9.4, beginning with this issue, our price guide **also** includes average prices for comics that have been sold more than once in CGC 9.9 Mint. Each month, we'll be letting you know which 9.9 prices are rising and falling based on multiple auction sales.

(As an example, look at ***Batman: The Killing Joke***, at lower left. It sells for an average of $7 in unslabbed NM, $24 in slabbed 9.4, and $84 in slabbed 9.9.)

To date, there have been slightly more than 2,900 comics that have been slabbed and graded at 9.9 — compare that to 72,500 at 9.4 and you can understand why there's a paucity of information on 9.9 copies in the open market.

In October, more than 50% of the 9.9 issues sold online closed for less than their previous averages. For instance, the September average for a 9.9 copy of ***Amazing Spider-Man* #36** (second series) was $236; when October sales were factored in, the average dropped to $231.

This trend shouldn't be surprising or alarming. Those who've been around long enough recall the the sky-high prices for any early CGC-graded comics. As more 9.9 copies enter the market and begin filling demand for these highly sought-after comics, prices will level out.

9.9 October increases

- *Daredevil: The Man Without Fear* #3
- *Ultimate Spider-Man* (any)
- *Wolverine* (limited series) #1
- *Wolverine: The Origin* #1

9.9 October decreases

- *Action Comics* #812
- *Amazing Spider-Man* #36 (2nd)
- *Batman: The Killing Joke*
- *Avengers/JLA* #1 and #4
- *Marvel Knights Spider-Man* #1
- *Spectacular Spider-Man* #1
- *Spider-Man* #1
- *Superman* #204 and #205
- *Ultimate Six* #2
- *Venom: Lethal Protector* #1

High-grade certified key books may establish breathtaking benchmarks. Because 9.9s are much harder to come by, predicting top prices is anyone's guess. As one recent example, ***Amazing Spider-Man* #238** (first Hobgoblin) brought $2,682 for a slabbed 9.9 edition during an October auction.

While the condition of 9.9 comics isn't in question, the selection leaves something to be desired, many of the copies available seemingly not slabworthy in *any* grade. Some of the head-scratchers turning up on the list include ***Power Pack* #10, *Rocket Raccoon* #1, *Rom* #54 and #56, *The Thing* #14,** and ***West Coast Avengers* #4**. As you might guess, the 9.9 realized average is not particularly high for any of these titles.

Hyper-grade notes

According to contributor **Greg Holland**, of all 9.9 copies graded since July 2003, X-Men titles led the way with 13%, followed by Spider-Man titles with 12%.

Other high-volume comics titles graded at 9.9 include *Daredevil, The Dark Knight Strikes Again, Incredible Hulk, Superman, Superman/Batman,* and *Avengers/JLA.*

Interested in submitting news of an upcoming or completed auction?
See page 147 for information!

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
121-157	2	
158-185	3	
Anl 1	5	
Anl 2-5	4	
Anl 6	3	
Anl 7	4	
Special 1	7	
Batman: No Law and a New Order DC		
1	6	
Batman: No Man's Land DC, 1999		
0	5	
1	3	
1/Variant	4	
2-4	3	
Batman: Our Worlds at War DC, 2001		
1	3	
Batman Plus DC, 1997		
1	3	
Batman/ Poison Ivy: Cast Shadows DC, 2004		
1	7	
Batman: Run, Riddler, Run DC, 1992		
1-3	5	
Batman: Seduction of the Gun DC, 1993		
1	4	
Batman: Shadow of the Bat DC, 1992		
0-1	3	
1/Collectors	4	
2-34	3	
35	4	
35/Variant	3	
36-80	2	
80/Ltd	4	
81-82	2	
83	9	22
84-94	2	
1000000	3	
Anl 1-3	4	
Anl 4	3	
Anl 5	4	
Batman Special DC, 1984		
1	3	
Batman Strikes DC, 2004		
1-3	2	
Batman/ Superman/ Wonder Woman Trinity DC, 2003		
1	9	
CGC 9.9 avg		102
2	8	
CGC 9.9 avg		36
3	7	
Batman: Sword of Azrael DC, 1992		
1	4	13
1/Silver	2	
2	3	
2/Silver	2	
3	3	
3/Silver	2	
4	3	
4/Silver	2	
Batman: The Cult DC, 1988		
1	5	
CGC 9.9 avg		51
2-4	4	
Batman: The Dark Knight DC, 1986		
1	25	36
2	9 △	25
3	6	18
4	5 ▽	17
Batman: The Killing Joke DC, 1988		
1	7	24
CGC 9.9 avg		84
Batman: The Long Halloween DC, 1996		
1	9	10
2	7	
3	6	
4-6	5	
7-12	4	
13	6	
Batman: Vengeance of Bane DC, 1993		
1	4	18
Battle Angel Alita VIZ, 1992		
Part 1: 1-3	4	
Part 1: 4-9	3	
Part 2: 1-7	3	
Part 3: 1-13	3	
Part 4: 1-7	3	
Part 5: 1-7	3	
Part 6: 1-8	3	
Part 7: 1-8	3	
Part 8: 1-9	3	
Battle Chasers IMAGE, 1998		
1	5 ▽	21
1/Wraparound	8 ▽	21
1/Holochrome	17	
1/Gold	14	
2	4	
2/DF	5	
3-8	3	
9	4	
Ashcan 1	5	
Ashcan 1/Gold	7	
Battle Classics DC, 1978		
1	4	18

100	101	102	103	104	105	106	107	108	109	110	111	112
JUL 53	AUG 53	SEP 53	OCT 53	NOV 53	DEC 53	JAN 54	FEB 54	MAR 54	APR 54	MAY 54	JUN 54	JUL 54
Harry "Kid" Matthews boxing feature			Dilly Duncan	Dilly Duncan	Dilly Duncan	Santa cover	Dilly Duncan	Dilly Duncan	Dilly Duncan	Who-Dunnit	Dilly Duncan	Jack Dempsey boxing feature
NM Price $60	$45	$45	$45	$45	$45	$45	$45	$45	$45	$45	$45	$45

Blackmark 30th Ann. Ed.

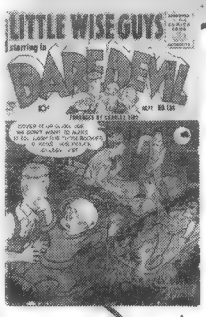
FANTAGRAPHICS
WRITER:
GIL KANE
ARTIST:
GIL KANE
B/W • 252 Pgs.
$16.95

The history of graphic novels and Gil Kane are intertwined. In 1971, Gil Kane developed *Blackmark* for Bantam Books, and produced two volumes that were far ahead of their time. Fantagraphics has reprinted both novels in one bound edition, so we can look back at excellence.

Color front and back pieces are one of the highlights. Black-and-white Kane panels decorate the sword and scientific sorcery tale therein. Blackmark, from his "promised" delivery after a knowledge transfer (courtesy of King Amarix), grows to be a leader of New Earth. But, even in his exultation, his thirst to avenge his parents' murder at the hands of the man in the iron mask grows. The second novel brings Blackmark closer to the dream of uniting Earth and the discovery of love for him. As thrilling as the story is, the art gives us hints of Kane's mastery of battle. His *John Carter* work, his *Spider-Man* images, and his *Sword of the Atom* series are all echoed here in the scattered panels. Therein lies the riches. Too bad the interior art was not colored as well.

★★★½ — **Tim Lasiuta**

www.fantagraphics.com
ISBN: 1-56097-456-7



△ #134

DAREDEVIL

Gone and (almost) forgotten

When Lev Gleason quit producing comic books, the *Daredevil* series folded. Marvel Comics' '60s Daredevil wasn't connected with the Gleason character in any way. AC Comics has reprinted some Biro tales, changing the character's name to "Red Devil."

image © 1956 Lev Gleason Enterprises Corp

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Battle of the Planets GOLD KEY, 1979		
1	15	49
2	8	
3	6	20
4	6	20
5	6	
6-10	5	
Battle of the Planets IMAGE, 2002		
0.5	3	
0.5/Gold	5	
1	3	
1/All variants	3	11
2-7	3	
7/Retailer	5	
8-11	3	
12	5	
Battlestar Galactica MARVEL, 1979		
1	4	17
2	3	12
3-10	3	
11-23	2	
Bear SLAVE LABOR, 2003		
1-5	3	
Beatles DELL, 1964		
1	440	
Beautiful Stories for Ugly Children DC		
1-30	3	
Beetle Bailey DELL, 1956		
5-10	24	
11-20	18	
21-30	14	
31-40	10	
41-50	8	
51-60	7	
61-70	6	
71-100	4	
101-132	3	
Beowulf DC, 1975		
1	3 △	16
2	3	
3-6	2	
Betty ARCHIE, 1992		
1	4	
2-142	2	
Betty & Me ARCHIE, 1965		
1	65	
2	40	
3-5	24	
6-10	15	
11-20	10	
21-30	7	
31-40	6	
41-50	5	
51-60	4	
61-70	3	
71-200	2	
Betty and Veronica ARCHIE, 1987		
1	6	
2-3	4	
4-20	3	
21-203	2	
Beverly Hillbillies DELL, 1963		
1	60	
2	38	
3	28	
4-5	24	
6-10	18	
11-17	15	
18-21	12	
Beware the Creeper DC, 1968		
1	40	162
2-3	25	
4	25	119
5	25	120
6	25	
Beware the Creeper DC, 2003		
1-5	3	
Bewitched DELL, 1965		
1	85	
2	50	
3-10	40	
11-14	30	
Beyond the Grave CHARLTON, 1975		
1	7	
2-3	4	
4-15	3	
16	3	12
17	3	
Big All-American Comic Book DC, 1944		
1	6500	
Big Bang Comics IMAGE, 1996		
1-22	3	
23	4	
24-26	3	
27-35	4	
Big Bang Summer Special IMAGE, 2003		
1	5	
Big Guy and Rusty the Boy Robot DARK HORSE, 1995		
1-2	10	
Big Valley DELL, 1966		
1	40	
2-6	25	
Billy the Kid CHARLTON, 1957		
9	58	
10	35	
11	40	
12	30	
13	40	
14	30	
15-16	40	
17-19	30	
20-22	35	
23	20	
24-26	35	
27-30	20	
31-40	14	
41-50	8	
51-60	7	
61-70	5	
71-100	4	
101-153	3	
Bio-Booster Armor Guyver VIZ, 1995		
Part 1: 1-5	4	
Part 1: 6-12	3	
Part 2: 1-6	3	
Part 3: 1-7	3	
Part 4: 1-6	3	
Part 5: 1-7	3	
Part 6: 1-6	3	
Bionic Woman CHARLTON, 1977		
1	9	54
2-5	4	
Birds of Prey DC, 1999		
1	4	14
2-7	3	
8	7	54
➥Nightwing app.		
9-55	3	
56	3	13
57-75	3	
Birds of Prey: Batgirl DC, 1998		
1	3	
Birds of Prey: Catwoman DC, 2003		
1-2	6	
Birds of Prey: Manhunt DC, 1996		
1-4	2	
Birds of Prey: Revolution DC, 1997		
1	3	
Birds of Prey: Secret Files 2003 DC, 2003		
1	5	
Birds of Prey: The Ravens DC, 1998		
1	2	
Birds of Prey: Wolves DC, 1997		
1	3	
Bishop MARVEL, 1994		
1	4	
CGC 9.9 avg		34
1-4	3	
Bishop The Last X-Man MARVEL, 1999		
1-12	3	
13-16	2	
Bishop: Xse MARVEL, 1998		
1-3	3	
Bite Club DC, 2004		
1	3	
2	3	
CGC 9.9 avg		32
1-6	3	
Black Cat Comics HARVEY, 1946		
1	450	
2	275	
3-5	220	
6-8	175	
9	225	
10-20	135	
21-23	100	
24	100	266
25	100	358
26-27	100	
28	100	327
29	100	
30	150	
31	130	
32-33	125	
34	125	345
35-46	125	
47	125	443
48-50	125	
51	165	
52-62	54	
63	80	
64-65	75	
Black Goliath MARVEL, 1976		
1	15	41
2	5	
2/30¢	20	
3	4	
3/30¢	20	
4	4	
4/30¢	20	
5	4	
Blackhawk DC, 1944		
9	2600	
10	1100	
11	900	
12-15	800	

RETROVIEW
Amazing Spider-Man #151 ★★

Marvel
Dec 1975 • 18 pp.
Writer: Len Wein
Pencils & Inks: Ross Andru, John Romita
Cover: John Romita

"Skirmish Beneath the Streets!"

The Shocker's back — and wants to cause power outages to spell out his name. (How insidious!). Spidey tries to stop the madness, but gets buried in rubble and sewer water for his efforts.

The real shock in this issue is witnessing Spider-Man dispose of a body (his clone's, killed at the end of #149) by dumping it down an industrial chimney. This set up the classic confrontation, *Spider-Man vs. CSI*, coming soon to CourtTV. New writer Len Wein spends a couple of pages thankfully reacquanting us with Parker's surrounding cast, including reinstated Empire U. student Harry Osborn.

© Marvel

Last CGC copy: 9.6 **Then 25c NOW $16**

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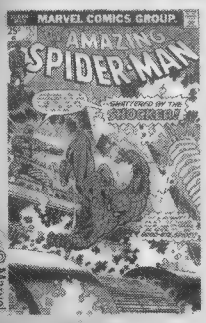
	113	114	115	116	117	118	119	120	121
	Dilly Duncan	Dilly Duncan	Dilly Duncan	Dilly Duncan	Dilly Duncan	Dilly Duncan	Dilly Duncan	Games pages begin	Sports quiz
NM Price	SEP 54 $45	OCT 54 $45	NOV 54 $45	DEC 54 $45	JAN 55 $45	FEB 55 $45	MAR 55 $45	APR 55 $45	MAY 55 $36

Amazing Spider-Man #152 ★1/2



"Shattered by The Shocker!"

The Schlocker (er, Shocker) is extorting the city for One Meellion Dollars, prompting Spider-Man to stop him at a Queens power plant.

Len Wein has done some great work with The X-Men, Swamp Thing, and others, but years of crazed shenanigans don't leave him much to work with here. The only recent positive development, the MJ-Pete connection, is practically thrown out when she gets in a snit over Pete ducking out early from a party. Um, MJ, the guy you fought for is a freelance photographer. There *may be* occasions, such as during disasters, when he may need to ply his trade to guarantee future employment.

Marvel
Jan 1976 • 18 pp.
Writer: Len Wein
Pencils: Ross Andru
Inks: Mike Esposito, Frank Giacoia
Cover: Gil Kane, J. Romita

Best CGC copy: 9.8 **Then 25¢ NOW $11**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
16-20	525	
21-25	460	
26-30	400	
31-35	350	
36-40	300	
41-49	225	
50	200	
51-60	165	
61-70	145	
71	200	
➥Blackhawk origin		
72-80	130	
81-86	125	
87-92	120	
93	135	
94-99	110	
100	140	
101-107	105	
108	325	
➥1st DC issue		
109	130	
110-117	110	
118	135	
119-130	85	
131-140	65	
141-149	50	
150-163	48	
164	60	
165-166	48	
167-180	22	
181-200	16	
201	15	
202	15	55
203-223	15	
224	15	64
225-227	15	
228	30	121
229-243	15	
244-260	4	
261-273	3	

Blackhawk
DC, 1988
1-3 4

Blackhawk
DC, 1989
1-6 2
7 3
8-16 2
Anl 1 3
Special 1 . . . 4

Black Lightning
DC, 1977
1 . . . . . 7 38
2-11 5

Black Lightning
DC, 1995
1 3
2-5 2
6 3
7-13 2

Black Orchid
DC, 1993
1 3
1/Platinum . . 5
2-22 2
Anl 1 4

Black Orchid
DC, 1988
1 6
CGC 9.9 avg 45
1-3 5

Black Panther
MARVEL, 1977
1 . . . . . 9 △ 34
2 6
3 . . . . . 5 16
4-5 5
5/35¢ 15
6-7 5
8 . . . . . 5 19
9-10 5
11-15 4

Black Panther
MARVEL, 1998
1 . . . . . 5 15
1/Variant 7
2 4
3-62 3

Black Panther
MARVEL, 1988
1-4 2

Black Widow
MARVEL, 1999
1 4
2 . . . . . 3 10
3 3

Black Widow
MARVEL, 2001
1-3 3

Black Widow
MARVEL, 2004
1-2 3

Blade (One-Shots)
MARVEL, 1997
1997: 1 2
1998: 1 4

Blade of the Immortal
DARK HORSE, 1996
1 4
2-8 3
9-11 4
12-33 3
34 4
35 3
36-38 4
39-94 3

Blade: Vampire Hunter
MARVEL, 1999
1 4
2-6 3

Blazing Combat
WARREN, 1965
1 90
2-3 30
4 . . . . . 30 ▽ 232
Anl 1 45

Blazing Comics
ENWIL, 1944
1 300
2-4 150
5 . . . . . 150 194

Blitzkrieg
DC, 1976
1 . . . . . 16 ▽ 54
2 . . . . . 8 △ 38
3 . . . . . 6 18
4-5 6

Bloodpool
IMAGE, 1995
1-4 3
Special 1 . . . 3

Bloodshot
VALIANT, 1993
0 4
0/Gold 5
1 . . . . . 4 6
2 3
3-33 2
34-51 3
YB 1 4

Bloodstream
IMAGE, 2004
1-2 3

Bloodstrike
IMAGE, 1993
1 3
2-12 2
13-24 3
25 2

Bloodstrike Assassin
IMAGE, 1995
0-4 3

Blood Syndicate
DC, 1993
1 2
1/Collectors . . 3
2-9 2
10 3
11-24 2
25 3
26-27 2
28 3
29 1
30-32 3
33 1
34 3
35 4

Blue Beetle
CHARLTON, 1965
50-53 22
54 . . . . . 22 95
1 45
2 30
3-5 22

Blue Beetle
DC, 1986
1-24 1

Blue Devil
DC, 1984
1-31 1
Anl 1 2

Bone
CARTOON BOOKS, 1991
1 80
2 45
3 25
4 16
5 12
6-8 7
9-13.5/Gold . 4
14-55 3
Special 1 . . . 2

Bone
IMAGE, 1996
1-20 3

Boof
IMAGE, 1994
1-6 2

Boof and the Bruise Crew
IMAGE, 1994
1-6 2

Books of Faerie
DC, 1997
1-3 3

Books of Faerie: Auberon's Tale
DC, 1998
1-3 3

"Spook Island" | Dilly Duncan | "Time Bum!" | Dilly Duncan | "The Human Univac" | Dilly Duncan | Dilly Duncan | Dilly Duncan | Dilly Duncan | "The Big Hypno-Tangle" | Dilly Duncan | Dilly Duncan | Final issue

122	123	124	125	126	127	128	129	130	131	132	133	134
JUN 55	JUL 55	AUG 55	SEP 55	OCT 55	NOV 55	DEC 55	JAN 56	FEB 56	MAR 56	JUN 56	AUG 56	SEP 56
NM Price $36	$36	$36	$36	$36	$36	$36	$36	$36	$36	$36	$36	$36

Auction News

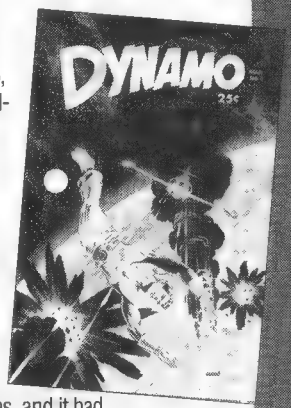
Big $$ for original E.C., Crumb art

A Johnny Craig E.C. cover and a Robert Crumb 10-page story were the headliners at Heritage Comics Auction's final Signature sale in 2004. More than 84% of the 1,190 lots were sold during the Nov. 8 auction for $636,860 (with a 15% buyer's premium). Highlights included:

• ***The Crypt of Terror* #17 cover art** by **Johnny Craig** (E.C., 1950), which went for $36,800. The 13.5" x 19" piece was in Excellent condition and featured hand-drawn type (including the logo).

• **Robert Crumb art** for the "He's a Natural Man!" 10-page story that appeared in *Hup* #9 (Last Gasp, 1989) realized $34,500. The story stars two of Crumb's most recognizable characters, Devil Girl and Flakey Foont. All of the artwork was in perfect condition, with no staining, pinholes or tears. Crumb used some white-out on every page.

• **Cover art** for *Dynamo* #3 (Tower, 1967) by **Wally Wood and Dan Adkins** in VG went for $21,850. The overall size is 14" x 21". The Tower logo and Comics Code Authority stamp slipped off the art, and those areas were later filled in with a marker.



• Art from a **Charles Schulz *Peanuts*** Sunday strip sold for $17,250. The piece, dated April 6, 1975, features Lucy and Schroeder. A Sunday strip dated Dec. 2, 1990, with Snoopy and Woodstock realized $13,800, and an Aug. 20, 1956, daily with Lucy, Charlie Brown, and Snoopy, also garnered $13,800.

• ***The Haunt of Fear* #15** (#1) Gaines File pedigree (E.C., 1950) CGC 9.8 went for $17,250. This is the first issue of one of EC's famous horror titles, and it had the first story Harvey Kurtzman produced for E.C. (though not the first to make it into print). There was only one other copy in similar condition atop CGC's census. While CGC has certified this book as a Gaines File copy, no certificate accompanied the lot.

• ***War Against Crime* #11** (1950) Gaines File pedigree CGC 9.8, which featured the first horror cover by E.C., went for $10,062.50.

According to Director of Auctions John Petty, Heritage realized more than $9.79 million in Signature auctions and a Platinum Night sale in 2004. Sales for the year totaled 8,013 lots to 2,543 bidders.

Battle - Books $

Blade of the Immortal #91

Following Rin and Anotsu in their quest to avenge the banishment of Rin's grandfather from the Mutenichi-ryu-dojo 50 years before, they are on the run in this issue and are finally caught by the Shingyoto-ryu. After a heated battle, the pair realize that the job of their pursuers was not to kill them. To make matters worse, Manji (the immortal ronin) and Anotsu Kageisha (the leader of the Itto-ryu) come upon the scene and set up a battle that will not soon be forgotten.

DARK HORSE
WRITER:
HIROAKI SAMURA
ARTIST:
HIROAKI SAMURA
B/W • 40 Pgs.
$3.50

Good storytelling does not always require dialogue. In this issue of *Blade of the Immortal*, however, the sketchy art that carries the story forward requires *more* speech to explain exactly who is who and to provide plot commentary — and to provide a break from flashing swords.

Overall, however, it's a good series that will resonate positively with Dark Horse's manga audience.

★★½ — **Tim Lasiuta**

www.darkhorse.com

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Books of Faerie: Molly's Story DC, 1999		
1-4	3	
Books of Magic DC, 1990		
1-4	4	
Books of Magic DC, 1994		
1	3	7
1/Silver	4	
2-75	3	
Anl 1-3	4	
Booster Gold DC, 1986		
1-25	1	
Boy Comics LEV GLEASON, 1942		
3	1500	
4	1100	
5	575	
6	950	
➥Iron Jaw origin		
7	620	
8	515	
9	450	
10	615	
11-14	350	
15	400	
16	225	
17	250	
18-20	200	
21-25	140	
26-29	130	
30	200	
➥Crimebuster origin		
31-40	58	
41-50	42	
51-55	30	
56	30	124
57-62	30	
63-80	27	
81-100	24	
101-119	22	
Boy Commandos DC, 1942		
1	3900	
2	1100	
3	800	
4-6	400	
7-10	275	
11-15	190	
16	190	522
17-22	190	
23	220	
24-28	150	
29	150	625
30	150	
31-35	135	
36	195	
Boy Commandos DC, 1973		
1	4	
2	3	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Brave and the Bold DC, 1955		
1	2600	
2	1100	
3	675	
4-5	625	
6-10	425	
11-22	340	
23	390	
24	340	
25	425	
26-27	330	
28	2500	
➥1st JLA		
29	1320	
30	1100	
31	350	
32-33	200	
34	1300	
➥1st SA Hawkman		
35-36	350	
37	250	
38-39	225	
40-41	140	
42	300	
43	350	
➥Hawkman origin		
44	260	
45-49	60	
50	175	
51	225	
52	125	
53	75	
54	350	801
➥1st Teen Titans		
55-56	45	
57	145	534
➥1st Metamorpho		
58	65	
59	80	
60	100	
➥1st Wonder Girl		
61	125	
➥Starman origin		
62	100	261
63	40	
64	60	185
65-66	22	
67	40	246
➥Batman starts		
68	65	161
➥Batman Hulk parody		
69-71	40	
72	40	178
73-78	35	
79	45	
80-82	50	
83	60	
84	50	140
85	50	272
86	50	192
87-89	20	
90	20	70
91-92	18	
93	30	
94	18	
95-99	15	
100	30	
101	12 △	64
102	15	63
103-107	12	
108	12	47
109-110	12	
111	18	50
112	18	88
113	18	62
114	18	
115	18	91
116-118	18	
119	6	28
120-125	6	
126	6	27
127	6	
128	6	22
129-130	11	
131	6	
132-135	4	
136	4	15

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
137-140	4	
141	10	
142-179	4	
180-190	3	
191	8	
192-196	3	
197	4	
198-199	3	
200	7	20
Anl 1	6	
Brave and the Bold DC, 1991		
1	3	
2-6	2	
Brenda Starr SUPERIOR, 1947		
13	550	
14	500	
3-4	425	
5-12	350	
Brother Power Geek DC, 1968		
1	30	
2	20	
Brute ATLAS-SEABOARD, 1975		
1	7	27
2-3	5	
Buffy the Vampire Slayer DARK HORSE, 1998		
0.5	4	
0.5/Gold	8	
0.5/Platinum	10	
1	5	18
1/Gold	10	
2	4	
2/Variant	5	
3-63	3	
Annual 1999	6	
Buffy the Vampire Slayer: Angel DARK HORSE, 1999		
1-3/Reg	3	
1-3/Variant	3	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Bugs Bunny GOLD KEY, 1962		
86-101	7	
102-144	6	
145	6	26
146-148	6	
149	6	28
150	6	
151-153	5	
154	5	24
155-200	5	
201-212	3	
213-245	2	
Bulletproof Monk IMAGE, 1998		
1-3	3	
Bulletproof Monk: Tales IMAGE, 2003		
1	3	
Bullseye Greatest Hits MARVEL		
1-3	3	
C•23 IMAGE, 1998		
1-8	3	
8/Variant	3	
Cable MARVEL, 1993		
-1	2	
1	4	
2-10	3	
11-16	2	
16/Variant	4	
17-24	2	
25	4	
26-49	2	
50	3	
51-74	2	
75	2	21
76-99	2	
100	4	
101-107	2	
Anl 1998	3	
Anl 1999	4	
Cable/ Deadpool MARVEL, 2004		
1-8	3	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Caliber Presents CALIBER, 1989		
1	25	54
2-7	3	
8	2	
9-24	3	
Call of Duty: The Brotherhood MARVEL, 2002		
1	2	8
2-6	2	
Camelot 3000 DC, 1982		
1	3	
2-12	2	
Captain Action DC, 1968		
1	40	159
2-4	30	
5	25	76
Captain America MARVEL, 1968		
100	210	640
101	55	170
102	35 ▽	149
103	35	153
104	35	131
105	35	150
106	35	118
107	35	129
108	35	126
109	35 ▲	172
110	57	268
➥Steranko begins		
111	50	236
112	35	191
113	48	215
➥Avengers app.		
114	26	112
115	26	105
116	26	
117	45	336
➥1st Falcon		
118	16	
119	16	92
120-121	16	
122	16	62
123	16	64
124	16	94
125-126	16	
127	16	62

△ #1

DAREDEVIL™
THE MAN WITHOUT FEAR!

Selfless act leads to heroism

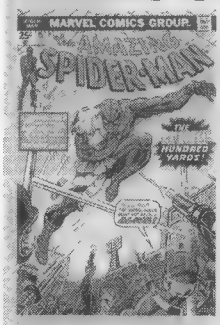
Written by Stan Lee and illustrated by Bill Everett, Daredevil's origin story was succinctly told in his first issue. Young Matt Murdock was struck in the face by radioactive chemicals when he dove into the street to save a blind man from being run down by a truck.

image © 1964 Marvel

THE BOTTOM LINE

	Origin	Fights Electro	1st Owl	1st Purple Man	Fights Matador	1st Mr. Fear	Fights Sub-Mariner	Fights Stilt-Man		1st Ani-Men
	1	2	3	4	5	6	7	8	9	10
NM Price	APR 64 $2750	JUN 64 $600	AUG 64 $450	OCT 64 $350	DEC 64 $250	FEB 65 $175	APR 65 $450	JUN 65 $135	AUG 65 $135	OCT 65 $135

RETROVIEW
Amazing Spider-Man #153 ★★



Marvel
Feb 1976 • 18 pp.
Writer: Len Wein
Pencils: Ross Andru
Inks: Mike Esposito
Cover: Gil Kane, J. Romita

"The Longest Hundred Yards"

A former football player must make the longest run of his life when his daughter is kidnapped.

Still trying to find solid footing, this issue is a so-so character study. Trouble is, Spider-Man is barely in it. The most entertaining fiction is reserved for the "explanation" of the various and sundry holes in the Gwen/Clone/Jackal storyline from the previous two-plus years that replaced the letter column. "Ummm ... though Professor Warren didn't *quite* know Peter Parker was Spider-Man, he ... er ... *cloned* him and ... ah ... dressed him in a Spider-Man costume, which he (gulp) *found* ..."

© Marvel

Best CGC copy: 9.8 — Then 25¢ NOW $11

Amazing Spider-Man #154 ★★

"The Sandman Always Strikes Twice"

The Sandman escapes, captures The Web-Slinger, and tries to zap him with a cryogenic freeze ray. Meanwhile, a downtrodden bum is haunted by mysterious visions in darkened alleys.

As Wein begins to set up his own story arcs (primarily with an alcoholic derelict whose identity is pretty easy to guess), *Amazing Spider-Man* settles into a "treading water" phase. The return of Sandman is an overwritten yawner. Still, after a year or so of declining sales, the Marvel franchise cornerstone began making small gains in circulation.

Marvel
Mar 1976 • 18 pp
Writer: Len Wein
Pencils: Sal Buscema
Inks: Mike Esposito
Cover: John Romita

Fair CGC copy: 9.8 **Then 25¢ NOW $11**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
128	15	57
129	15	31
130	15	55
131	15	63
132	15	71
133	15	45
134	15	61
135	15	54
136	15	74
137	20	122
138	20	116
139-141	15	
142	15	95
143	15	91
144-146	15	
147	15	57
148	15	78
149	15	
150	15	102
151	15	
152	15	73
153-154	15	
155	15	104
156	15	86
157	10	40
158	10	49
159	10	
160	10	35
161-162	10	
163	10	56
164-166	10	
167	10	33
168	12	60
169-171	10	
172	10	38
173	10	69
174	10	37
175	10	
176	7	
177	7	30
178-179	7	
180	7	38
181	7	
182	7	31
183	7	
184	5	20
185-187	5	
188	5 △	32
189	5	32
190-191	5	
192	5 ▽	23
193	5 △	27
194	5	19
195-196	5	
196/30¢	20	
197	5	
197/30¢	20	
198	5	33
198/30¢	20	
199	5	18
199/30¢	20	
200	6	24
200/30¢	20	
201-202	4	
203	4 ▽	24
204	4	15
205-207	4	
208	4	20
209	4	16
210	4	
211	4	19
211/35¢	15	
212-213	4	
214	4	19
215-217	4	
218	4	21
219-233	4	
234	4	28
235-240	4	
241	4 ▽	38
242-249	4	
250	4	16
251	4	
252	4	14
253-255	4	
256-271	2	
272	3	
273-275	2	
276	4	
277-281	2	
282	3	
283-84	2	
285	2	
CGC 9.9 avg		103
286-288	3	
289-297	2	
298	3	
CGC 9.9 avg		44
299-331	2	
332	3	
333-349	2	
350	3	
351-382	2	
383	3	
384-399	2	
400	3	
401-420	2	
420/Collectors	3	
421-424	2	
425	3	
425/Variant	4	
426-443	2	
444	3	
445-447	2	
448	3	
449-454	2	
Anl 1	30	148
Anl 2	10	
Anl 3	7	29
Anl 4	7	38
Anl 5-7	3	
Anl 8	12 △	30
➥Wolverine app.		
Anl 9-13	3	
Ashcan 1	1	
Special 1-2	4	

Captain America
MARVEL, 1995

1	3	13
1/Flag	4	
1/Con	5	
2-13	2	
Ashcan 1	1	

Captain America
MARVEL, 1998

1	4	
1/Sunburst	5	
2	3	
2/Variant	4	
3-12	2	
12/Ltd	6	
13-24	2	
25	3	
26-49	2	
50	6	
Anl '98-00	4	
Anl 2001	3	

Captain America
MARVEL, 2002

1	4	14
CGC 9.9 avg		70
2-5	3	
6	3	10
7-32	3	

Captain America & The Falcon
MARVEL, 2004

1-9	3	

Captain America Comics
MARVEL, 1941

1	68500	
2	12700	
3	9500	
4	5800	
5	5200	
6	4650	
7	5250	
8-10	3600	
11-12	3100	
13	3275	
14-15	3100	
16	3600	
17	2585	
18-20	2075	
21-22	1850	
22/Big	12000	
➥Giant size issue		
23-25	1850	
26-30	1650	
31-35	1385	
36	1650	
37	1550	
38-40	1285	
41-58	1175	
59	2650	
➥Cap origin		
60	1175	
61	1850	
62-65	1075	
66	1400	
67-70	1175	
71-73	1025	
74	4350	
➥Cap Weird Tales		
75	2750	
76-78	875	

Captain America: Sentinel of Liberty
MARVEL, 1988

1	2	
1/Variant	3	
2-5	2	
6	3	
7-11	2	
12	3	

Captain Atom
CHARLTON, 1965

78	40	
79	25	90
80-81	25	
82	25	111
83	25	
84	25	93
85	25	95
86	20	
87	20	57
88	20	
89	20	98

Captain Atom
DC, 1987

1-49	1	
50	2	
51-Anl 1	1	
Anl 2	2	

Captain Carrot and His Amazing Zoo Crew
DC, 1982

1	2	
2-20	1	

Captain Gallant
CHARLTON, 1955

1	11	36
1/Giveaway	8	
2-3	8	
4	5	

Auction News

Walt Disney autograph, 100+ graded comics part of Hake's January auction

The first **Hake's Americana & Collectibles** auction of 2005 will include more than $1 million in memorabilia featuring comics character items, political memorabilia, coins, and other pop culture memorabilia.

Auction #182 will take place **Jan. 25-27** at **www.hakes.com**. The online preview begins Jan. 5. A catalog can be ordered by calling (888) 355-9800 ext. 249 or 410.

Comics memorabilia will include more than 100 CGC-certified comic books, vintage Disney memorabilia, and comic book and comic strip art.

Hake's does not add a buyer's premium to the final sale amounts.

Aside from comics, other featured categories will include sports items, pinbacks, movie posters, dolls, statutes, costumes, glasses, cap guns, photos, toy cars, advertising signage, and more.

Some of the items include:

- Fleischer *Superman* cartoon one-sheet poster
- *King Kong* promotional puzzle from the first movie
- Walt Disney signed item with a sketch of Mickey Mouse
- Mickey Mouse Rosenthal ceramic
- *Gone with the Wind* program signed by the entire cast
- Babe Ruth signed baseball
- *Lone Ranger* 1930s composition doll with tag

Other items will include more than 200 Disney items, more than 200 TV and movie cowboy items, tin toys, Merrie Melodies memorabilia, James Bond collectibles, fanzines, and memorabilia relating to Dick Tracy, Popeye, Buck Rogers, Flash Gordon, Batman, and Green Hornet.

Hake's Americana & Collectibles was established in 1965 when Ted Hake was still a college student. Over the years, Hake has authored 15 price guides on subjects from Presidential campaign artifacts to television collectibles. In early 2004, the company was acquired by Steve Geppi.

Books - Battle

AUCTION ACTION

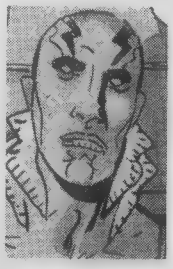
Are you hosting a major sale or auction? Send us the details and we'll preview it in this section! Please e-mail your information at least two months in advance of the sale to:

Megaguide@krause.com
Subj: Auction news

	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
		Ka-Zar appears	Origin of Ka-Zar	Ka-Zar appears	Fights Ox	Spider-Man appears		1st Gladiator	Fights Gladiator		Fights Owl			Ka-Zar appears	Fights Leap-Frog
NM Price	DEC 65 $85	JAN 66 $85	FEB 66 $85	MAR 66 $85	APR 66 $85	MAY 66 $120	JUN 66 $120	JUL 66 $70	AUG 66 $60	SEP 66 $55	OCT 66 $50	NOV 66 $50	DEC 66 $50	JAN 67 $50	FEB 67 $50

B.P.R.D.: Plague of Frogs

Hellboy creator Mike Mignola uses *Plague of Frogs* to delve further into his supporting characters, especially Abe Sapien. When the frog demon Sadu-hem from *Seed of Destruction* is resurrected, Abe suddenly begins having strange dreams. A near-death experience sends him deeper into his psyche, where he witnesses his own beginnings — or, perhaps, the beginnings of what he once was. Rasputin makes an appearance, and much carnage ensues.



DARK HORSE
WRITER:
MIKE MIGNOLA
ARTIST:
GUY DAVIS
COLOR • 144 PGS.
$17.95

Mignola is a skilled enough storyteller to black out a panel at the right time, providing just enough reveal while leaving a thin shroud of mystery over the details. Guy Davis is his perfect foil, his art outrageous when it needs to be, yet restrained and even elegant when detailing Abe's long, silent self-exploration, which makes up most of the last chapter. They were wise to focus this story on Abe, who is the most intriguing of the *B.P.R.D.* supporting cast, and *Plague of Frogs* deepens the mythos, fine layer upon fine layer, surrounding both his colleagues and him.

★★★½ — **Timothy J. Wood**

www.darkhorse.com
ISBN 1-59307-288-0

Captain Marvel — MARVEL, 1968

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
1	60 ▽	226
2	24	74
3	20	75
4	20 △	82
5	15	62
6	15	118
7	15	65
8	15	64
9	15 ▽	102
10	13	54
11	13	
12	13	80
13	13	55
14-15	13	
16	13	130
17-24	13	
25	25	93
➥Thanos War starts		
26	25	99
27	25	61
28	25	131
29	12	72
30	12	50
31	12	72
32	12	40
33	12	68
34	6	
35-37	3	
38	3	25
39-43	3	
44	3	28
44/30¢	20	
45	3	
45/30¢	20	
46-47	3	
48	3	38
49-50	3	
51	3	16
52-56	3	
57	3	25
58-62	3	

Captain Marvel — MARVEL, 1989

1	2	

Captain Marvel — MARVEL, 1994

1	2	

Captain Marvel — MARVEL, 1995

1	3	
2-6	2	

Captain Marvel — MARVEL, 2000

0-1	3	
1/A	4	
2-35	3	

Captain Marvel — MARVEL, 2002

1-4	2	
5-25	3	

Captain Marvel Adventures — FAWCETT, 1941

1	24000	
2	2800	
3	1800	
4	1200	
5	1050	
6-7	750	
8-10	675	
11-15	590	
16-17	550	
18	1800	
➥1st Mary Marvel		
19-20	500	
21-22	400	
23	610	
➥1st Mr. Mind		
24-40	225	
41	190	
42	163	
43-47	125	
48	125	1878
49-50	125	
51	125	347
52-109	125	
110-120	80	
121	115	
➥Cap Marvel origin		
122-150	80	

Captain Marvel Jr. — FAWCETT, 1942

1	3500	
2	1320	
3	865	
4	915	
5	735	
6-8	545	
9-10	500	
11-15	390	
16-20	340	
21-25	275	
26-30	235	
31-40	205	
41-50	180	
51-70	155	
71-80	135	
81-119	120	

Captain Midnight — FAWCETT, 1942

1	2400	
2	1050	
3-5	750	
6	585	1675
7-10	585	
11-15	400	
16-20	375	
21-30	285	
31-40	225	
41-50	200	
51-60	175	
61-67	160	

Capt. Savage and His Leatherneck Raiders — MARVEL, 1968

1	20	
2	15	
3-11	9	
12	9	27
13	9	
14	9	36
15-19	9	

Capt. Storm — DC, 1964

1	28	
2-5	18	
6	14	
7-15	12	
16-18	9	

Cartoon Cartoons — DC, 2001

1-33	2	

Cartoon Network — DC

1	1	

Cartoon Network Block Party — DC, 2005

1-2	2	

Cartoon Network Presents — DC, 1997

1-24	2	

Cartoon Network Starring — DC, 1999

1-2	3	
3-18	2	

Casefiles: Sam & Twitch — IMAGE, 2003

1-10	3	

Casper's Ghostland — HARVEY, 1958

1	125	
2	55	244
3-5	28	
6-10	20	
11-20	15	
21-30	12	
31-40	8	
41-60	6	
61-80	4	
81-98	3	

Cat — MARVEL, 1972

1	22 ▽	133
2	15	
3	12	
4	10	

Cat, T.H.E. — DELL, 1967

1	18	
2-4	12	

Catwoman — DC, 1989

1-2	3	
3-4	2	

Catwoman — DC, 1993

0	2	
1	3	9
CGC 9.9 avg		69
2	3	
3	3	8
4-10	3	
11-50	2	
50/Logo vars.	3	
51-72	2	
73	2	6
74-94	2	
1000000	3	
Anl 1-2	4	
Anl 3	3	
Anl 4	4	

Catwoman — DC, 2002

1-2	3	
3	3	8
4-36	3	

Catwoman Plus — DC, 1997

1	3	

Catwoman Secret Files and Origins — DC, 2002

1	5	

Catwoman: When in Rome — DC, 2004

1-2	4	

Cerebus the Aardvark — AARDVARK-VANAHEIM, 1977

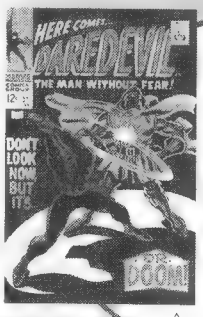
0	4	
0/Gold	6	
1	850	
1/Counterfeit	60	
2	225	
3	175	312
4	150	
5	70	
6	60	
7	35	63
8	35	46
9	35	52
10	35	70
11	14	50
12	14	37
13-14	14	
15	14	36
16	18	
17-19	15	
20	15	27
21	12	37
22	12	
23-26	6	
27	6	19
28-29	6	
30	6	16
31	6	12
32-40	5	
41-50	4	
51	6	
52-57	4	
58-60	3	
61-62	4	
63-100	3	
101-300	2	

Challengers of the Unknown — DC, 1958

1	1450	
2	375	
3-8	220	
9-10	140	
11-15	90	
16-23	52	
24-31	25	
32-41	20	
42	20	81
43-49	20	
50-56	15	
57-68	11	
69	11	45
70-73	7	
74	14	
➥Adams art; Deadman		
75-80	7	
81	6	
82-87	5	

Challengers of the Unknown — DC, 1997

1-17	2	
18	3	



△ #37

DAREDEVIL ™
THE MAN WITHOUT FEAR!

Swapping identities

Doctor Doom came up with a clever plan to infiltrate the Fantastic Four's headquarters: swap bodies with Daredevil. The multi-issue story featured several appearances by the Fantastic Four and art by Gene Colan.

image © 1968 Marvel

RETROVIEW
Amazing Spider-Man #155 ★½

Marvel
Apr 1976 • 18 pp.
Writer: Len Wein
Pencils: Sal Buscema
Inks: Mike Esposito
Cover: John Romita

"Whodunit!"

Spider-Man investigates a locked-door murder in a computer room. W.H.O. is the perpetrator?

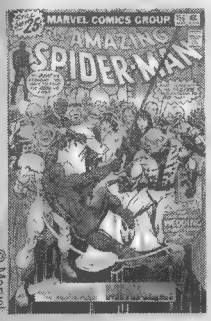
It's a mildly amusing mystery that today seems positively quaint when the sentient Cray in question (which looks like a stadium scoreboard) assumes a human face and projects deadly blasts from its onscreen "forehead." The concept would be interesting in a ballpark setting ("Puny mortals, I ordered you to chant 'Dee-Fense!' Feel my wrath, Section H!" ZAPF!) For what it's worth, it meets its end with the trademark Sal Buscema "shouting scowl." On a different front, say it with me: Moratorium on *Spider-Man* collage covers!

© Marvel

Last CGC copy: 9.8 **Then 25¢ NOW $11**

	Fights Stilt-Man				Thor appears	Fights Cobra		Fights The Beetle		Invisible Girl appears
	26	27	28	29	30	31	32	33	34	35
	MAR 67	APR 67	MAY 67	JUN 67	JUL 67	AUG 67	SEP 67	OCT 67	NOV 67	DEC 67
NM Price	$50	$50	$45	$45	$45	$40	$40	$40	$40	$40

Amazing Spider-Man #156 ★★1/2



© Marvel

Marvel
May 1976 • 18 pp.
Writer: Len Wein
Pencils: Ross Andru
Inks: Mike Esposito
Cover: John Romita

"On a Clear Day You Can See ... The Mirage!"

There's an uninvited guest at the Ned Leeds/Betty Brant wedding: Mirage, who is forcibly ushered out by Spider-Man. When May Parker gets home, she finds a visitor — Dr. Octopus.

Len Wein thankfully continues to stabilize Peter Parker's life and provides nice profiles of supporting characters. Er, why does the wedding ceremony start with the reception dinner? And how does Spider-Man know that Mirage won't be killed when a multi-ton chandelier falls on him? Minor quibbles, and they're easily overshadowed by the welcome return of ex-bum Dr. Octopus.

Best CGC copy: 9.8 **Then 25¢ NOW $11**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Challengers of the Unknown		
DC, 1991		
1-8	2	
Chamber of Chills		
HARVEY, 1951		
1	350	
2-4	275	
5-9	250	
10-12	225	
13	225	352
14-19	225	
20-25	200	
26	175	
Chamber of Chills		
MARVEL, 1972		
1	22	
2-10	15	
11-22	12	
22/30¢	20	
23	12	
23/30¢	20	
24-25	12	
Chamber of Darkness		
MARVEL, 1968		
1	30	203
2	8	130
3	8	
4	17	197
➥BWS Conan tryout		
5	8	113
6	8	
7	20	109
8	8	
1/Special	20	69
Champions		
MARVEL, 1975		
1	12	50
2	6	
3	6	24
4-5	5	
5/30¢	20	
6	4	
6/30¢	20	
7	4	
7/30¢	20	
8-9	4	
10	4	16
11-14	4	
14/35¢	15	
15	4	
15/35¢	15	
16-17	4	
Chaos Effect: Alpha		
VALIANT, 1994		
1	1	
1/Red	60	174
1/Gold	2	
Chaos Effect: Omega		
VALIANT, 1994		
1	2	
1/Gold	3 ▽	41
2	2	
2/Gold	3	
Chapel		
IMAGE, 1995		
1-2	3	
2/Variant	3	
Chapel		
IMAGE, 1995		
1-7	3	
Charlton Bullseye		
CHARLTON, 1981		
1	6	26
2-10	2	
Chase		
DC, 1998		
1-9	3	
1000000	2	
Checkmate		
GOLD KEY, 1962		
1	30	
2	20	
Checkmate		
DC, 1988		
1-12	1	
13-33	2	
Chilling Adventures in Sorcery		
ARCHIE, 1972		
1	20	
2	15	
3	10	56
4	10	
5	10	39
Chronos		
DC, 1998		
1-11	3	
1000000	4	
Classic Star Wars		
DARK HORSE, 1992		
1-3	4	
4-19	3	
20	4	
Classic X-Men		
MARVEL, 1986		
1	6	
2	4	
3-29	3	
30-45	2	
Cloak & Dagger		
MARVEL, 1983		
1-2	3	
3-4	2	
5-10	1	
11	2	
Clue Comics		
HILLMAN, 1943		
1	530	
2-3	360	
4	225	
5	225	423
6	225	
7-9	260	
10-12	155	
Codename: Knockout		
DC, 2001		
0-23	3	
Coffin		
ONI, 2000		
1	3	17
Comet		
DC, 1991		
1-18	1	
Ani 1	2	
Comic Cavalcade		
DC, 1942		
1	7000	
2	2400	
3	1650	
4-5	100	

CGC Auction Highlights

All-American hero

As the number of online auctions increases, better copies of early books are turning up.

All-American Comics #1 (DC, 1939) is certainly overshadowed by fellow titles such as *Action Comics* and *Detective Comics*, but the fact is very few of them have actually been graded — a total of 11 so far. This issue includes Sheldon Mayer characters Scribbly, Red, White, and Blue, and Mutt and Jeff.

This CGC 6.5 copy was bettered by only one other graded copy and fetched $2,250.

More notable auction results from October:

ISSUE	CGC GRADE	PRICE
Action Comics #5	6.0	**$5,750**
Action Comics #6	6.0	$5,250
Action Comics #24	3.5	$490
Action Comics #29	4.5	$785
Action Comics #30	9.0	$4,300
Action Comics #30	7.5	$1,074
Action Comics #33	7.0	$950
Action Comics #35	6.0	$535
Action Comics #36	6.5	$570
Action Comics #44	6.0	$477
Action Comics #45	6.5	$529
Action Comics #54	8.0	$1,140
Action Comics #60	7.5	$850
Adventure Comics #58	6.0	**$525**
Adventure Comics #95	7.5	$440
Adventure Comics #99	7.5	$507
Adventure Comics #108	9.0	$600
Adventure Comics #112	9.4	$1,229
Adventure Comics #125	9.2	$1,050
Adventure Comics #141	9.4	$1,300
Adventure Comics #247	4.0	$735
Adventure Comics #260	8.5	$1,185
All New Comics #1	7.0	**$688**
All Top Comics #10	8.5	**$910**
All-American Comics #1	6.5	**$2,250**
All-American Comics #17	8.5	$11,000
All-American Comics #37	8.5	$921
All-American Comics #43	7.5	$473
All-American Comics #71	9.0	$550
All-American Comics #72	8.5	$502
All-American Comics #76	8.5	$480
All-Star Comics #1	3.0	**$912**
All-Star Comics #16	7.5	$1,150
All-Star Comics #22	7.0	$721
All-Star Comics #33	9.4	$10,500
All-Star Comics #36	6.0	$808
All-Star Comics #55	8.5	$1,051
All-Star Comics #55	6.5	$450
All-Star Comics #56	8.5	$937
Amazing Adult Fantasy #10	9.0	**$699**
Amazing Fantasy #15	6.0	**$6,250**
Amazing Fantasy #15	4.5	$3,852
Amazing Fantasy #15	2.5	$1,726
Amazing Spider-Man #1	4.0	**$1,630**
Amazing Spider-Man #1	3.0	$1,599
Amazing Spider-Man #1	1.8	$1,025
Amazing Spider-Man #1	1.8	$628

ISSUE	CGC GRADE	PRICE
Amazing Spider-Man #2	7.0	$1,900
Amazing Spider-Man #2	5.5	$1,036
Amazing Spider-Man #2	5.5	$850
Amazing Spider-Man #3	8.5	$3,715
Amazing Spider-Man #3	8.0	$2,426
Amazing Spider-Man #4	8.0	$2,181
Amazing Spider-Man #4	6.5	$591
Amazing Spider-Man #5	9.0	$3,156
Amazing Spider-Man #5	8.5	$2,700
Amazing Spider-Man #5	8.0	$1,284
Amazing Spider-Man #6	8.0	$1,975
Amazing Spider-Man #6	7.5	$801
Amazing Spider-Man #7	9.2	$510
Amazing Spider-Man #7	9.0	$899
Amazing Spider-Man #7	9.0	$587
Amazing Spider-Man #8	9.0	$1,400
Amazing Spider-Man #9	7.0	$485
Amazing Spider-Man #10	7.0	$484
Amazing Spider-Man #12	9.2	$1,427
Amazing Spider-Man #13	9.0	$1,500
Amazing Spider-Man #14	8.5	$1,750
Amazing Spider-Man #14	8.0	$1,304
Amazing Spider-Man #14	7.5	$925
Amazing Spider-Man #15	9.0	$835
Amazing Spider-Man #28	9.4	$5,013
Amazing Spider-Man #28	9.2	$1,525
Amazing Spider-Man #31	9.4	$1,725
Amazing Spider-Man #32	9.4	$866
Amazing Spider-Man #33	9.6	$1,125
Amazing Spider-Man #33	9.4	$695
Amazing Spider-Man #35	9.4	$998
Amazing Spider-Man #36	9.4	$836
Amazing Spider-Man #40	9.2	$643
Amazing Spider-Man #41	9.6	$2,800
Amazing Spider-Man #41	9.2	$645
Amazing Spider-Man #45	9.4	$499
Amazing Spider-Man #47	9.4	$499
Amazing Spider-Man #48	9.6	$1,000
Amazing Spider-Man #48	9.4	$565
Amazing Spider-Man #52	9.4	$675
Amazing Spider-Man #54	9.6	$1,850
Amazing Spider-Man #59	9.6	$700
Amazing Spider-Man #60	9.6	$1,125
Amazing Spider-Man #62	9.6	$610
Amazing Spider-Man #64	9.6	$503
Amazing Spider-Man #65	9.6	$499
Amazing Spider-Man #96	9.6	$1,002
Amazing Spider-Man #100	9.6	$810
Amazing Spider-Man #100	9.4	$430
Amazing Spider-Man #121	9.6	$1,375
Amazing Spider-Man #122	9.6	$1,370
Amazing Spider-Man #129	9.6	$2,100
Amazing Spider-Man #129	9.6	$1,825
Amazing Spider-Man #129	9.4	$910
Amazing Spider-Man #129	9.4	$865
Amazing Spider-Man #129	9.4	$841

FF appears | Fights Dr. Doom | FF appears | 1st Exterminator | "Death" of Mike Murdock | Fights Capt. America | 1st Sam Saxon

36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
JAN 68	FEB 68	MAR 68	APR 68	MAY 68	JUN 68	JUL 68	AUG 68	SEP 68	OCT 68	NOV 68	DEC 68	JAN 69	FEB 69	MAR 69
NM Price $40	$40	$40	$40	$40	$40	$40	$45	$30	$30	$30	$30	$30	$30	$33

Capt. Canuck: Unholy War #1

And the nostalgia just keeps on coming. After the reintroduction of *Transformers, Micronauts, Battle of the Planets,* and similar properties, and the return of such comics heroes as Flare, we now have the new adventures of Canada's premiere superhero. Yes, Captain Canuck is Canada's #1 super guy, not Wolverine (who is U.S.-created) or Eclipse and Vega (who are too recent and, frankly, just not Canada-motifed enough).

COMELY COMIX
WRITER:
RIEL LANGLOIS
ARTIST:
DRUE LANGLOIS
Color • 32 Pgs.
$2.50

But this is a new Canuck. Like Barry Allen to Jay Garrick, the pretender was inspired by the original's comic-book adventures. He names his aide, Bluefox, after the fictional sidekick; that's fine. But that the villain shares the name of the four-color bad guy is implausible.

The original Canuck's red-and-white costume made more sense than the new, primarily blue job. It may look more realistic, but it's like giving Captain America bold swatches of green and yellow.

Captain Canuck: Unholy War is a well-written, well-drawn comic that is surprisingly well-priced for a full-color import.

★★½ — Jack Abramowitz

www.captaincanuck.com

RetroView™ Mr. Monster

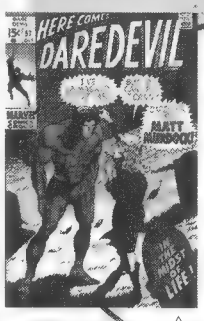
Reviewed by Scott Semet

Ostensibly the adventures of a renowned monster hunter, Eclipse's *Doc Stearn ... Mr. Monster* is really creator Michael T. Gilbert's homage to classic monster and horror comics of the 1950s. Mr. Monster rushes into the fray to defeat various creeping crawlers and shambling monstrosities without a moment's hesitation or thought, leading to the expected calamities such actions usually cause.

For fans of classic horror comics, there's the bonus of several reprints of such material in a few issues of this run.

COST TO OWN THE ORIGINALS IN NM: $20.50

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Comic Cavalcade CONTINUED		
6-10	875	
11-12	750	
13 ➥Sol. Grundy app.	950	
14-20	750	
21-29	650	
30	275	
31-40	150	
41-50	100	
51-62	90	
63	150	
Common Grounds IMAGE, 2004		
1-6	3	
Conan MARVEL, 1995		
1-12	3	
Conan DARK HORSE, 2004		
1	10	
CGC 9.9 avg		60
2	5	
2-8	3	
Conan Saga MARVEL, 1987		
1-74	3	
75	4	
76-97	2	
Conan the Adventurer MARVEL, 1994		
1-14	2	
Conan the Barbarian MARVEL, 1970		
1 ➥1st comics Conan	150 ▲	565
2	45	193
3	55 ▽	266
4	26	112
5	26 △	129
6	26	110
7	26 ▽	93
8	26	143
9	26	85
10 ➥Giant-size	35 ▽	142
11 ➥Giant-size	35 ▽	144
12	16	59
13	16 ▲	85
14	16	84
15	16	69
16	16	65
17	16	69
18	16	73
19	16 △	73
20	16 △	114
21	16	84
22	16	83
23 ➥1st Red Sonja	20 ▽	79
24	16 △	77
25	10	41
26	8	35
27-30	8	
31	7	26
32	7	24
33	7	
34	7	29
35	7	
36	7	38
37	9 △	44
38	5 △	37
39	5	
40	5	27
41	5	26
42-43	5	
44	5	29
45	5	33
46-48	5	
49	5	22
50	5	
51	5	17
52	5	
53	5 △	20
54-55	5	
56	5	15
57	5	
58	5	25
59	5	27
60	5	17
61	5	
61/30¢	20	
62	5	20
62/30¢	20	
63	5	
63/30¢	20	
64	5	
64/30¢	20	
65	5	17
65/30¢	20	
66-75	5	
75/35¢	15	
76	5	15
76/35¢	15	15
77	5	
77/35¢	15	
78	5	
78/35¢	15	
79	5	
79/35¢	15	
80-82	5	
83	5	24
84-93	5	
94-96	4	
97	4	16
98-99	4	
100	4	26
101-274	2	
275	3	
Anl 1	10	41
Anl 2	6	22
Anl 3	6	28
Anl 4-12	2	
Special 1	3	
Conan the Barbarian MARVEL, 1997		
1-3	3	
Conan the Destroyer MARVEL, 1985		
1-2	1	
Conan the King MARVEL, 1984		
20-55	2	
Contest of Champions II MARVEL, 1999		
1-5	3	
Cougar ATLAS-SEABOARD, 1975		
1	5	20
2	3	
Coup D'Etat DC, 2004		
1-4	3	
Coup D'Etat DC, 2004		
1	3	
Coup D'Etat: Afterword DC, 2004		
1	3	
Coup D'Etat: Authority DC		
1	4	
CGC 9.9 avg		24
2	3	
Courtship of Eddie's Father DELL, 1970		
1	30	
2	24	
Coven AWESOME, 1997		
1/Liefeld	3	13
1-6	3	
Crazy ATLAS, 1953		
1	225	
2	165	
3	125	
4-7	95	
Crazy MARVEL, 1973		
1	16	
2-3	10	
Crazy MARVEL, 1973		
1	12	64
2	6	
3	5	42
4-5	5	
6-15	3	
16-94	2	
Creatures on the Loose MARVEL, 1971		
10	18	147
11-15	7	
16	7	28
17-20	7	
21-23	6	
24-25	4	
26	4	18
27-29	3	
30 ➥Man-Wolf	25	85
31	20	25
32	15	
33	7	23
34	7	
35	7	32
36-37	7	
King Size 1	7	
Creeps IMAGE, 2001		
1	3	8
2-4	3	
Creepy WARREN, 1964		
1	48 △	580
2	30	
3	18	106
4	15	141
5	15	
6	12	
7	12	96
8	12	
9	18	
10	12	
11-13	10	
14	12	
15	9 △	109
16	9	
17	9	130
18	9	104
19-20	9	
21-24	7	
25	7	41
26-40	7	
41-47	6	
48	9	
49-54	6	
55	9	
56-64	6	
65	8	
66-100	5	
101-143	4	
144	6	
145	4	
146	6	
Anl 1971	7	50
Anl 1972	7	
YB 1968-70	8	
Crime Does Not Pay LEV GLEASON, 1942		
22	800	
23	525	
24	375	
25-30	225	
31-37	115	
38	115	396
39-41	115	
42	110	
43-50	90	
51-60	65	
61-70	60	
71-80	50	
81-90	42	
91-100	35	
101-110	32	
111-130	30	
131-146	26	
Anl 1944	700	
Anl 1945	600	
Anl '46-49	500	
Anl '50-53	400	
Crime Patrol E.C., 1948		
7	600	
8-9	575	
10	550	
11-14	500	
15 ➥1st Cryptkeeper	2200	
16	1500	
Crime SuspenStories E.C., 1950		
1	800	
1/A ➥#1 marked out	1000	
2	475	
3-5	315	
6-10	235	
11-12	185	
13	210	
14-15	185	
16	190	
17 ➥Frazetta art	235	
18-19	170	
20	215	
21	115	
22-23	145	
24	115	676
25-27	115	



△ #57

image © 1969 Marvel

DAREDEVIL™
THE MAN WITHOUT FEAR!

Can you keep a secret?

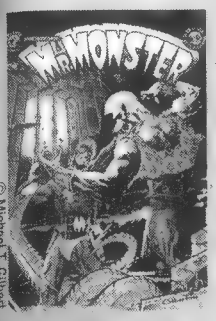
Karen Page may have been the first woman that Daredevil revealed his secret identity to, but she would be far from the last (as we'll see later on). Karen did manage to keep the secret for many years, though.

Black Panther appears · Origin retold · Spider-Man appears · Reveals i.d. to Karen Page · Fights Torpedo

	51	52	53	54	55	56	57	58	59	60
	APR 69	MAY 69	JUN 69	JUL 69	AUG 69	SEP 69	OCT 69	NOV 69	DEC 69	JAN 70
NM Price	$33	$33	$20	$20	$20	$20	$20	$20	$20	$20

THE BOTTOM LINE

Doc Stearn ... Mr. Monster #1 ★★★



© Michael T. Gilbert

"The Case of the Reluctant Werewolf"

A nebbish werewolf seeks the aid of Mr. Monster to help him deal with an even bigger problem.

As far as intros go, this issue is a hoot. Gilbert's love of old E.C. comics, obscure super-heroes, and great comics in general all blend to make a deliciously perverse soup.

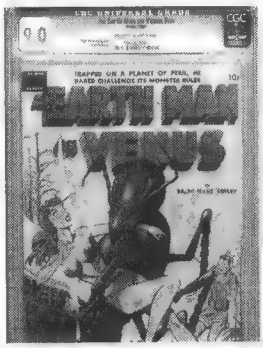
In a nutshell: Doc Stearn is the latest in a long line of monster hunters, a fellow who could give Van Helsing a run for the money. Gilbert starts off with a classic monster (the werewolf), but the series would eventually embrace just about every type of fiend imaginable.

Eclipse
Jan 1985 • 26 pp.
Writer: Michael T. Gilbert
Pencils: Michael T. Gilbert
Inks: William Messner-Loebs
Cover: Michael T. Gilbert

No CGC copies **Then $1.75 NOW $2.50**

CGC Auction Highlights

Hello, Orkin Man?



What exactly *is* an earth man doing on Venus anyway? (Blasted airline layovers!) In this case, Our Hero apparently gets to wear a bathrobe as he tries to rescue a *Victoria's Secret* model from a Texas-sized carpenter ant. Wally Wood delivers the art on the adaptation of a 1924 Ralph Milne Farley story. This copy of ***An Earth Man on Venus***, graded at 9.0, was originally published by Avon in 1951. According to the ***CBG Standard Catalog of Comic Books***, 18 graded copies have been sold at auction.

More notable auction results from October:

ISSUE	CGC GRADE	PRICE
Amazing Spider-Man #194	9.8	$799
Amazing Spider-Man #238	9.8	$677
Amazing Spider-Man #238	9.8	$611
Amazing Spider-Man #300	9.8	$780
Amazing Spider-Man #300	9.8	$749
Amazing Spider-Man Anl #1	9.2	$2,524
America's Best Comics #6	9.2	**$1,380**
America's Best TV Comics #1	9.6	**$359**
America's Greatest Comics #1	6.0	**$850**
An Earth Man On Venus #1	9.0	**$1,150**
Archie Comics #5	5.0	**$752**
Atom #7	9.2	**$502**
Avengers #1	7.0	**$1,325**
Avengers #1	7.0	$1,285
Avengers #1	5.0	$630
Avengers #2	9.2	$1,400
Avengers #4	9.0	$2,037
Avengers #4	8.5	$1,050
Avengers #5	9.4	$1,600
Avengers #8	9.4	$1,129
Avengers #10	9.4	$645
Avengers #16	9.2	$480
Avengers #21	9.6	$743
Avengers #23	9.6	$797
Avengers #53	9.6	$425
Avengers Annual #1	9.6	$620
Avengers Annual #2	9.4	$420
Batman #1	8.0	**$7,200**
Batman #2	3.5	$1,999
Batman #5	7.0	$2,350
Batman #12	6.5	$709
Batman #10	4.0	$412
Batman #13	5.0	$609
Batman #14	4.0	$410
Batman #16	5.0	$925
Batman #18	4.5	$599
Batman #26	7.5	$514
Batman #30	7.5	$612
Batman #40	9.0	$1,299
Batman #43	9.0	$1,775
Batman #84	7.5	$653
Batman #218	9.6	$482
Batman #234	9.4	$577
Batman #237	9.4	$510
Batman (RRP) #608	9.6	$1,475
Batman (RRP) #608	9.4	$1,175
Batman (2nd) #612	9.9	$399

ISSUE	CGC GRADE	PRICE
Blue Ribbon Comics #1	5.0	**$581**
Bone #1	9.6	**$537**
Boy Commandos #1	7.0	**$1,753**
Boy Commandos #1	5.5	$666
Brave and the Bold #28	5.0	**$835**
Brave and the Bold #29	6.0	$455
Brave and the Bold #34	7.0	$643
Brave and the Bold #34	7.0	$640
Captain America Comics #2	4.0	**$1,676**
Captain America Comics #3	4.0	$2,150
Captain America Comics #4	5.5	$1,850
Captain America Comics #6	4.0	$1,144
Captain America Comics #8	4.0	$850
Captain America Comics #9	3.5	$910
Captain America Comics #10	5.0	$1,100
Captain America Comics #11	4.5	$898
Captain America Comics #12	6.5	$1,350
Captain America Comics #12	6.0	$1,124
Captain America Comics #13	6.5	$1,526
Captain America Comics #15	5.0	$954
Comic Cavalcade #3	6.0	**$440**
Conan the Barbarian #1	9.4	**$700**
Conan the Barbarian #1	9.4	$560
Crackajack Funnies #1	7.0	**$720**
Creepy #1	9.4	**$818**
Creepy #41	9.6	$510
Danger Trail #1	7.0	**$411**
Daredevil #1	9.0	**$3,450**
Daredevil #1	8.5	$2,700
Daredevil #1	8.0	$1,751
Daredevil #1	7.0	$1,399
Daredevil #1	5.5	$517
Daredevil #1	5.5	$472
Daredevil #1	5.0	$476
Daredevil #9	9.6	$625
Daredevil #33	9.6	$514
Daredevil #168	9.6	$612
Daredevil #168	9.6	$561
Daredevil #168	9.6	$550
Daring Comics #11	6.5	**$425**
Dark Mansion Of ... #1	9.4	**$461**
DC Comics Presents #26	9.8	**$475**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Crimson IMAGE, 1998		
1	4	
1/Boy	4	
1/Ledge	6	
1/Graveyard	6	
2	3	
2/2 variants	6	
3	3	
3/Red	4	
4-7	3	
7/DF foil	15	
7/Archway cvr	3	
8-24	3	
Spec 1	7	
Spec 1/DF	8	
Spec 1/Euro	7	
Crimson Dynamo MARVEL, 2003		
1-6	3	
Crisis on Infinite Earths DC, 1985		
1	5	16
CGC 9.9 avg		203
2	4	
3	4	17
4	4	13
5	5	22
6 ▽	5	15
7 △	8	17
CGC 9.9 avg		205
8	7	20
9	4	14
10	4	
11	4	13
12 ▽	4	14
Crow CALIBER, 1989		
1 ➡Crow origin	44	
2	12	
3-4	10	
Crow IMAGE, 1999		
1-10	3	
Crypt of Shadows MARVEL, 1973		
1	8	101
2-3	5	
4-5	4	
6-15	3	
16	3	39
17-21	3	
Crypt of Terror E.C., 1950		
17	1000	
18	800	
19	750	
CSI: Bad Rap IDEA & DESIGN WORKS, 2003		
1	6	
2-5	4	
CSI: Crime Scene Investigation IDEA & DESIGN WORKS, 2003		
1	3	12
CGC 9.9 avg		50
1-5	3	
1-5/Variants	3	
CSI: Demon House IDEA & DESIGN WORKS, 2004		
1	5	
2-5	4	
Curse of the Spawn IMAGE, 1996		
1	3	
1/Variant	4	
2-15	3	
16-29	2	
Cyberforce IMAGE, 1992		
1-2	3	
3-4	2	
Cyberforce IMAGE, 1993		
0-5	3	
6-7	2	
8-10	3	
10/Variant	3	
11-12	2	
13-16	3	
17	2	
18-24	3	
25	4	
26-35	3	
Anl 1	4	
Anl 2	3	
Cyblade/Shi IMAGE, 1995		
1	6	22
1/SD prevue	6	
1/Collector's	10	
Ashcan 1	3	
Dagar the Invincible GOLD KEY, 1972		
1	16	
2	11	
3-7	7	
8	7	27
9	7	33
10	7	28
11	7	
12-14	5	
15-18	3	
19	2	
Danger Girl IMAGE, 1988		
1	5	23
1/Chromium	8	
1/Mag sized	20	23
1/Tour ed	8	
1/Go-go cover	31	
2	3	
2/Chrome	8	
2/Dynamic	45	
2/Gold	6	
3	3	13
3/Knife cvr	5	
3/"Brim" cvr	3	
4	3	
4/Purple	7	
5	3	
5/DF red	6	
5/DF blue	6	
6	3	
6/Dynamic	15	
6/Gold	5	
7	6	
Ashcan 1	5	
Ashcan 1/Gold	6	
SP 1	4	
Danger Girl 3-D DC, 2003		
1	5	

Nighthawk appears · Fights Gladiator · Fights Brimstone · Fights Stilt-Man · Black Panther appears · 1st Tagak · Fights Zodiac · Fights El Condor

	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
	FEB 70	MAR 70	APR 70	MAY 70	JUN 70	JUL 70	AUG 70	SEP 70	OCT 70	NOV 70	DEC 70	JAN 71	FEB 71	MAR 71	APR 71
NM Price	$20	$20	$20	$20	$20	$20	$20	$20	$20	$20	$20	$17	$17	$17	$17

Colonia #9-10

Jack, his uncles, and companions — including a trio of pirates and a talking duck — try to find a way out of the 17th-century world of Colonia and back to their home in 21st-century Massachusetts.

They meet a barmaid who looks suspiciously like the mermaid they previously encountered.

She tells them of a man who has slept for 300 years who Jack hopes might hold a key to their return home but who turns out to be his grandfather, who's as confused as they are about how he came to wake up 300 years in the past.

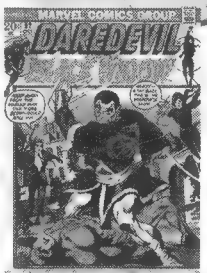
COLONIA PRESS
WRITER:
JEFF NICHOLSON
ARTIST:
JEFF NICHOLSON
B/W • 24 Pgs.
$2.95

Nicholson's story moves at a leisurely pace, which is a bit of a double-edged sword. There's nice character development, but little happens in the first two issues of this story arc.

Colonia benefits from Nicholson's clean, uncluttered art and makes for pleasant, quick reading, but you'd think a comic book with pirates, a fish-man, and a talking duck would have a bit more going on.

★★½ — Timothy J. Wood

www.coloniapress.com



DAREDEVIL™
THE MAN WITHOUT FEAR!

Doubling the title

Since she guest-starred fairly frequently, The Black Widow eventually got to share cover billing with Daredevil for from late 1972 to early 1974.

The crime-fighting duo fought such menaces as Stilt-Man, Kraven, and Terrex.

△ #92

image © 1972 Marvel

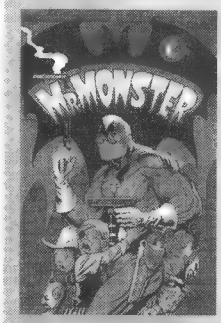
	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Danger Girl: Hawaiian Punch		
DC, 2003		
1	5	
Danger Girl Kamikaze		
DC, 2001		
1-2	3	
Danger Girl Sketchbook		
DC		
1	7	
Danger Girl: Viva Las Danger		
DC, 2004		
1	5	
Danger Trail		
DC, 1950		
1	875	
2	600	
3	1250	
➥Scarce		
4-5	385	
Danger Trail		
DC, 1993		
1-4	2	
Daredevil		
LEV GLEASON, 1941		
See this issue's Bottom Line for pricing of all unslabbed Lev Gleason Daredevil!		
Daredevil		
MARVEL, 1964		
-1	2	
1	2750	
11819		
➥1st Daredevil		
2	600	2975
3	450	1934
4	350	1444
5	250	1097
6	175	822
7	450	6567
8	135	626
9	135 ▽	410
10	135	1034
11	85	361
12-13	85	
14	85	327
15	85	314
16	120	1012
➥Spider-Man app.		
17	120	586
➥Spider-Man app.		
18	70	256
➥1st Gladiator		
19	60	284
20	55	
21	50	
22	50	182
23	50	
24	50	201
25	50	166
26	50	245
27	50 ▽	208
28	45	161
29	45	177
30	45	197
31	40	
32	40 ▽	187
33	40	143
34	40	131
35	40	135
36	40	177
37	40	216
38	40	227
39	40	166
40	40	152
41	40	112
42	40	119
43	45 ▽	195
44	30	103
45	30	100
46	30	130
47	30	114
48	30	154
49	30	109
50	33	148
51	33	121
52	33 △	125
53	20	108
54	20	163
55	20	138
56	20	80
57	20	104
58	20	122
59	20	94
60	20	90
61	20	83
62	20	105
63	20	89
64	20	
65	20	85
66	20	96
67	20	93
68	20	81
69	20	106
70	20	66
71	20	
72	17	93
73	17	65
74	17	53
75	17	82
76	17	60
77	17	112
78	17	66
79	17	74
80	17	74
81	25 ▽	155
➥Giant-size		
82	17	81
83	17	
84	14	
85	14	64
86	14	
87	14	56
88	14	43
89	14	67
90	14	60
91	14	63
92	14	72
93	14	71
94	14	
95	14	71
96	14	59
97	14	52
98	14	53
99	14	73
100	30 ▽	133
➥Origin recap		
101	8	
102	8	56
103	8	
104	8	69
105	8	81
106	8	
107	8	52
108	8	33
109	8	65
110	8	38
111	8	
112	8	38
113	8	31
114	8	
115	8	36
116	8	
117	8	30
118	8	37
119	8	22
120	8	28
121	8	30
122	8	
123	8	24
124	8	38
125	8	35
126	8	37
127	8	34
128	8	24
129	8	21
130	8	
131	50 ▽	253
➥1st Bullseye		
132	15	81
132/30¢	20	
133	6	31
133/30¢	20	
134	6	25
134/30¢	20	
135	6	23
135/30¢	20	
136	6	26
136/30¢	20	
137	6	26
138	6	29
139	6	21
140	6	22
141	6	59
142	6	25
143	6	27
144	6	30
145	6	31
146	6	25
147	6	
147/35¢	15	
148	6	
148/35¢	15	
149	6	30
150	6	
151	6	24
152	6	28
153	6	21
154	6	
155	6	27
156	6	30
157	6	26
158	50 ▽	134
➥Frank Miller starts		
159	22	68
160	17	53
161	17	54
162	9	41
163	18 ▽	77
164	11	31
165	11	66
166	11	35
167	11	29
168	75 ▽	265
➥1st Elektra		
169	16	60
170	10	28
171	12	63
172	7	38
173	7	21
174	7	31
175	7	25
176	7	36
177	7	33
178	6	24
179	6 ▽	24
180	6 ▽	18
181	15 ▽	28
➥Elektra dies		
182	7	18
183	7 ▽	20
184	6	22
185	5	17
186	6	20
CGC 9.9 avg		117
187	5	20
188	5	24
189	5 ▽	18
190	5	17
191	6	13
192	3	15
193	3	13
194	3	10
195	3	
196	6	20
197	3	17
198-199	3	
200	3	22
201-204	3	
205	4	
CGC 9.9 avg		31
206-218	3	
219	3	15
220-226	3	
227	4	17
➥FM Born Again		
228-231	3	
232	3	19
233-237	3	
238	3	11
239-247	3	
248	4	
249	4	15
250	3	
251	4	
CGC 9.9 avg		34
252-253	3	
254	6	25
➥1st Typhoid Mary		
255-257	3	
258	4	
CGC 9.9 avg		38
259-287	3	
288	3	30
289	3	
290	3	12
291-295	3	
296-299	2	
300	3	
301-303	2	
304	3	
CGC 9.9 avg		43
305-311	2	
312	3	
CGC 9.9 avg		27
313-318	2	
319	5	
320-321	2	
321/Variant	3	
322-324	2	
325	3	
326-349	2	
350	3	
350/Variant	4	
351-374	2	
375	3	
376-379	2	
380	3	
Anl 1	40	173
Anl 2-3	9	
Anl 4	6	25
Anl 5	4	
Anl 6-10	3	
Anl 1997	3	
Daredevil		
MARVEL, 1998		
0.5	6	
1	11 ▽	33
1/Ltd	13	
1/Variant	6	41
2/Variant	4	14
2/Variant	4	
3	4	15
4	4	17
5	4	
5/Variant	4	
6	4	9
7-8	4	
9-17	3	
17/Unlimited	6	13
➥Newsstand variant		

Spider-Man appears · Fights Man-Bull · Fights Owl · Black Widow appears · Fights Scorpion · Fights Mr. Hyde · Fights Gladiator

	76	77	78	79	80	81	82	83	84	85
	MAY 71	JUN 71	JUL 71	AUG 71	SEP 71	NOV 71	DEC 71	JAN 72	FEB 72	MAR 72
NM Price	$17	$17	$17	$17	$17	$35	$17	$17	$14	$14

THE BOTTOM LINE

RETROVIEW
Doc Stearn ... Mr. Monster #2 ★★½



Eclipse
Sum 1985 • 26 pp.
Writer: Michael T. Gilbert
Pencils: Michael T. Gilbert
Inks: William Messner-Loebs
Cover: Dave Stevens

NM CGC copies

"Hemo Boy"

Mr. Monster battles a red blood cell with strong Communist ties.

Mr. Monster is a concept title; it works best because of the strange creatures and nostalgic reminiscences of yesteryear. Communism as a threat hasn't been around for years, but that doesn't mean it's not still out there ... waiting ... lurking.

Mr. Monster recognizes this threat and immediately goes about rectifying the situation. If there is a fault to this issue, it's that Monster's lovely assistant Kelly is relegated, primarily, to the background. Gilbert draws a fine-looking sidekick, and less is definitely not more in this case!

© Michael T. Gilbert

Then $1.75 NOW $2

Doc Stearn ... Mr. Monster #3 ★★★★

© Michael T. Gilbert

Eclipse
Oct 1985
Writers: Alan Moore, Gilbert, Basil Wolverton
Pencils: Gilbert, Wolverton
Inks: Wm. Messner Loebs
Cover: Steve Bissette

"Mr. Monster" • 16 pp.

A being made entirely of trash threatens the city, until Mr. Monster engulfs the monster in a fury of flames.

How many creators can boast an Alan Moore script in their third issue? Granted, Gilbert was no stranger to the comics world and had been producing top-notch stuff for years, but still ... Bissette supplies a gritty cover (complete with a "Shelton Drumm's Junkyard" sign in the background), as well.

"Swamp Monster" • 7 pp.

A reprint of a Basil Wolverton horror story with new intro by Gilbert.

"Rot" • 3 pp.

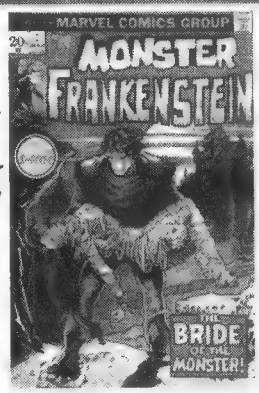
No CGC copies

Then $1.75 NOW $2

CGC Auction Highlights

Bridal power

Early horror titles from the 1970s continue to attract auction attention: *Werewolf By Night, The Witching Hour, Monsters Unleashed, Ghost Rider, Tomb of Dracula,* and *Monster of Frankenstein.* At $444, this 9.8 copy of ***Monster of Frankenstein #2*** topped the previous high by $6. It features beautiful artwork by Mike Ploog, who also worked on *Werewolf by Night* and *Ghost Rider.* Reminiscent of Bernie Wrightson, Ploog's art was perfect for Marvel's horror titles; unfortunately, his stay on each book was pretty short.



More notable auction results from October:

ISSUE	CGC GRADE	PRICE
Detective Comics #31	5.0	**$7,000**
Detective Comics #34	3.0	$809
Detective Comics #55	8.0	$1,062
Detective Comics #64	6.5	$899
Detective Comics #80	7.0	$400
Detective Comics #87	5.0	$476
Detective Comics #363	9.4	$480
Devil Kids Starring Hot Stuff #1	9.4	**$510**
Doctor Strange #169	9.6	**$416**
Doll Man Quarterly #1	4.0	**$449**
Eerie #25	9.2	**$416**
80 Page Giant #8	9.4	**$1,249**
Exciting Comics #59	9.0	**$561**
Famous Funnies #210	9.4	**$2,500**
Fantastic Four #1	7.0	**$1,783**
Fantastic Four #1	3.5	$2,051
Fantastic Four #1	2.5	$1,100
Fantastic Four #3	7.5	$2,150
Fantastic Four #4	8.0	$3,051
Fantastic Four #4	6.0	$736
Fantastic Four #5	6.0	$985
Fantastic Four #5	5.0	$769
Fantastic Four #6	9.0	$2,375
Fantastic Four #6	8.0	$1,226
Fantastic Four #7	8.0	$675
Fantastic Four #8	8.0	$806
Fantastic Four #8	8.0	$675
Fantastic Four #9	8.5	$1,150
Fantastic Four #9	8.5	$975
Fantastic Four #10	8.5	$1,050
Fantastic Four #11	8.5	$850
Fantastic Four #12	9.0	$4,227
Fantastic Four #17	9.0	$661
Fantastic Four #20	9.4	$2,202
Fantastic Four #24	9.4	$760
Fantastic Four #25	9.4	$3,200
Fantastic Four #34	9.4	$1,075
Fantastic Four #48	9.4	$1,590
Fantastic Four #48	9.4	$1,511
Fantastic Four #48	9.0	$906
Fantastic Four #48	9.0	$875
Fantastic Four #49	9.6	$3,570
Fantastic Four #50	9.4	$2,738
Fantastic Four #53	9.4	$430
Fantastic Four #100	9.6	$430
Fantastic Four Annual #1	9.2	$1,800
Fantastic Four Annual #1	7.0	$426
Fantastic Four Annual #4	9.6	$541
Fantoman #4	8.0	**$460**
Flash #123	8.0	**$825**
Flash #123	7.0	$488
Flash #175	9.4	$777
Flash Annual #1	9.2	$565
Flash Comics #3	9.2	**$12,000**
Flash Comics #4	8.0	$3,000
Flash Comics #7	9.0	$9,750
Flash Comics #26	9.4	$5,000
Flash Comics #72	9.4	$2,400
Flash Comics #73	9.4	$2,400
Flash Comics #78	9.2	$1,400
Flash Comics #82	9.4	$2,400
Flash Comics #94	9.6	$4,500
Four Color Comics #375	9.2	**$488**
Four Color Comics #16	2.0	$721
Frankenstein (Monster of) #2	9.8	**$444**
Funny Picture Stories #1	7.5	**$2,500**
Ghost Rider #1	9.6	**$2,450**
Ghost Rider #1	9.4	$561
Giant-Size X-Men #1	9.6	**$3,049**
Giant-Size X-Men #1	9.4	$1,587
Giant-Size X-Men #1	9.2	$1,000
Giant-Size X-Men #1	9.2	$999
Giant-Size X-Men #1	9.2	$910
Giant-Size X-Men #1	9.0	$950
Giant-Size X-Men #1	8.5	$660
Giant-Size X-Men #1	8.5	$542
Giant-Size X-Men #1	8.0	$510
Green Lantern #1	9.0	**$31,000**
Green Lantern #3	7.0	$1,550
Green Lantern #8	9.0	$2,480
Green Lantern #9	6.5	$470
Green Lantern Vol. 2 #1	5.5	$550
Green Lantern Vol. 2 #1	5.0	$710
Green Lantern Vol. 2 #2	8.5	$625
Green Lantern Vol. 2 #4	9.0	$700
Green Lantern Vol. 2 #10	8.5	$450
Green Lantern Vol. 2 #30	9.4	$425
Green Lantern Vol. 2 #31	9.4	$546
Green Lantern Vol. 2 #40	9.2	$1,004
Green Lantern Vol. 2 #40	9.2	$750
Green Lantern Vol. 2 #42	9.8	$1,750
Green Lantern Vol. 2 #52	9.8	$1,253
Green Lantern Vol. 2 #52	9.8	$937
Green Lantern Vol. 2 #59	9.6	$810
Green Lantern Vol. 2 #59	9.4	$517
Green Lantern Vol. 2 #59	9.4	$466

Dagger - Darkness

$

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
18-25	3	
26	3	11
CGC 9.9 avg		57
27-36	3	
37 ▽	3	9
38-40	3	
41	1	
CGC 9.9 avg		57
42-64	3	
65	4	
66	3	

Daredevil: Father
MARVEL, 2004

1	4	

Daredevil: Ninja
MARVEL, 2000

1	3	
1/A	3	14
2-3	3	

Daredevil/ Spider-Man
MARVEL, 2000

1-4	3	

Daredevil The Man Without Fear
MARVEL, 1993

1	4	10
2	4	20
3	4	
CGC 9.9 avg		36
4-5	3	

Daredevil: Yellow
MARVEL, 2001

1	4	14
2-6	4	

Daring Escapes
IMAGE, 1998

1-4	3	

Daring New Adventures of Supergirl
DC, 1982

1	3	14
2-13	2	

Darkchylde
IMAGE, 1997

0/3 variants	3	
0.5/Variant	3	
1	5	19
1/Am Ent	5	
1/Variant	7	
1/Con.	5	
2-3	5	
3-5 (& variants)	3	
Ashcan 1	2	
Ashcan 1/Gold	3	
Ashcan 1/Ltd.	5	

Dark Days: A 30 Days of Night Sequel
IDEA & DESIGN WORKS, 2003

1	8	
2	5	
3-6	4	

Dark Horse Presents
DARK HORSE, 1986

1	4	
2-4	3	
5-9	2	
10-16	3	
17	2	
18	3	
19-23	2	
24	6	
➥1st comics Aliens		
25-27	2	
28	3	
29-31	2	
32	4	
➥Concrete app.		
33-35	3	
36	4	
36/Variant	3	
37-39	2	
40	3	
41-53	2	
54	3	
55	2	
56-57	4	
58	2	
59-66	3	
67	4	
68-79	3	
80	3	8
81-134	3	
135	4	
136-149	3	
150	5	
151-157	3	
Ani '97-00	5	

Dark Knight Strikes Again
DC, 2001

1	3	6
CGC 9.9 avg		37
2	3	
CGC 9.9 avg		48
3	3	
CGC 9.9 avg		32
1-3/Variants	3	

Dark Mansion of Forbidden Love
DC, 1971

1 ▽	100	480
2-4	35	

Darkminds
IMAGE, 1998

0.5	3	
1	4	
1/Variant	4	
2-8	3	

Darkminds
IMAGE, 2000

0-10	3	

Darkness
TOP COW, 1996

0	3	
0.5/Variant	3	
1	3	14
11/Chrome	8	
11-24	3	
25	4	
26-27	3	
28	3	8
29-40	3	
Misc. variants (1, 8-11, 20, 25)	3	

Darkness
IMAGE, 2002

1-15	3	

Darkness/Hulk
IMAGE, 2004

1	5	

Fights Ox | Fights Electro | Fights Purple Man | Black Widow appears | "Black Widow" added to title | Hawkeye appears

	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
	APR 72	MAY 72	JUN 72	JUL 72	AUG 72	SEP 72	OCT 72	NOV 72	DEC 72	JAN 73	FEB 73	MAR 73	APR 73	MAY 73	JUN 73
NM Price	$14	$14	$14	$14	$14	$14	$14	$14	$14	$14	$14	$14	$14	$14	$30

Comics above Ground

TWOMORROWS
WRITER:
DURWIN S. TALON
ARTISTS:
VARIOUS
B/W • 160 Pgs.
$19.95

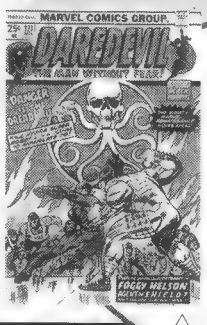
More people than ever are interested in comics. One reason is that comics' influence on other media has grown. This anthology interviews prominent artists and writers about their personal experiences in furthering this trend and the insights they've drawn accordingly.

Well-known pros include Adam Hughes (covers), Bernie Wrightson (character design), Louise Simonson (children's books), Bruce Timm (TV animation), Greg Rucka (writing), Jeph Loeb (motion pictures), and Dave Dorman (illustration).

The publisher reinforces its good track record of marrying interviews with illustrations. But this title's stated goal is a hefty one. So, even though the Q&As encompass the promised variety of subjects, they don't combine to argue the overall vision convincingly. Yes, comics are having a large and diverse impact, but that may be due less to the power of the comics industry and more to ambitious creators who capitalize on expressing their talents elsewhere.

★★½ — **Oliver Chin**

www.twomorrows.com
ISBN: 1-89390-531-4



△ #121

DAREDEVIL ™
THE MAN WITHOUT FEAR!

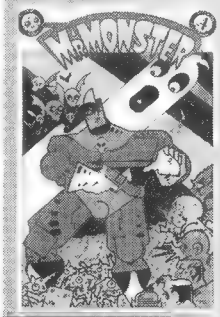
The Tipster writes Hornhead

In the mid-1970s, future CBG columnist Tony Isabella wrote multiple issues of *Daredevil* from #120 to #123.

In #121, he pitted ol' Hornhead against the hordes of Hydra and sent Foggy Nelson off to join S.H.I.E.L.D.

Image © 1975 Marvel

RETROVIEW
Doc Stearn ... Mr. Monster #4 ★★★



"No Escape from Dimension X" • 15 pp.

Thanks to the meddling of the Doctor No-One, Mr. Monster is stuck in another dimension battling strange Pac-Man-like creatures.

The quality slips a little, mainly due to the fact that Bonnivert's art is a little anachronistic for this series. His style was a little too *Yellow Submarine*-ish for the grittiness fans expected from this title.

"Secret Files of Dr. Drew" • 10 pp.

The reprint of a classic horror story by Marilyn Mercer and Jerry Grandenetti gets a new intro by Gilbert.

Eclipse • Dec 1985
Writers: Michael T. Gilbert, Marilyn Mercer
Pencils: Gilbert, Jeff Bonivert, Jerry Grandenetti
Inks: Gilbert, Bonivert
Cover: Bonivert

No CGC copies

Then $1.25 NOW $2

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Darkness Prelude IMAGE, 2003		
0	4	
CGC 9.9 avg		31
0/DF	5	
CGC 9.9 avg		27
Dark Shadows GOLD KEY, 1969		
1	120	568
1/no poster	25	
2	44	
3	44	191
4	35	105
5	35	
6-7	25	
8	25	57
9-15	25	
16-17	16	
18	16	39
19-20	16	
21-35	14	
Darkstars DC, 1992		
0-38	2	
Dawn SIRIUS ENTERTAINMENT, 1995		
0.5	3	14
0.5/Variant	5	
1	3	
1/Black	8	
2	3	
2/Mystery	6	
3-6	3	
Dawn: Three Tiers IMAGE, 2003		
1	3	12
2-3	3	
Dazzler MARVEL, 1981		
1	2	15
2	2	
3-42	1	
DC Challenge DC, 1985		
1-12	2	
DC Comics Presents DC, 1978		
1	7 △	35
2	6	
3	4	
4-5	2	
6	6	
7-25	2	
26	22	39
➥1st New Teen Titans		
27	3	
28-41	2	
42-43	1	
44	2	
45-46	1	
47	17	26
➥1st Masters Universe		
48-50	1	
51	6	
52	3	
53-71	1	
72	2	
73-76	1	
77-78	3	
79-84	1	
85	6	
➥Moore Swamp Thing		
86-92	1	
93	2	
94-97	1	
Anl 1-4	3	
DC/Marvel: All Access DC, 1996		
1-4	3	
DC 100 Page Super Spectacular DC, 1971		
4	160	
5	200	
6	100	585
7	50	
8-9	65	
10-13	45	
14	40	
15	40	76
16	40	165
17	40	
18	30	
19	22	98
20-22	22	
DC Special DC, 1968		
1	30	
2-3	20	
4	20	98
5	20	
6	20 △	70
7-10	20	
11	20	110
12-14	20	
15	25	68
16	10	44
17-26	10	
27	10	24
28	10	39
29	10	52
DC Special Blue Ribbon Digest DC, 1980		
1	5	
2-5	4	
6-17	3	
18	4	
19	3	
20	7	
21-23	3	
DC Special Series DC, 1977		
1	10	
2-5	7	
6-8	6	
9	16	
10-14	6	
15	6	22
16	19	70
➥Jonah Hex dies		
17-18	5	
19-20	6	
21	21	32
➥1st Miller Batman		
22-26	6	
27	18	
DC Super-Stars DC, 1976		
1	8	34
2	3	
3	5	25
4	2	
5	7	36
6-7	2	
8	4	
9	2	
10	5	
11	7	39
12-13	2	
14-15	4	
16	3	
17	16	
➥1st new Huntress		
18	2	
Deadly Foes of Spider-Man MARVEL, 1991		
1	2	10
2-4	2	
Deadly Hands of Kung Fu MARVEL, 1974		
1	16	92
2	8	
3-5	6	
6-10	5	
11-20	4	
21-33	3	
Special 1	4	
Deadman DC, 1985		
1-7	3	
Deadman DC, 1986		
1-4	2	
Deadman DC, 2002		
1-9	3	
Dead of Night MARVEL, 1973		
1	35	113
2	12	45
3	12	32
4-10	12	
11	16	70
Deadpool MARVEL, 1994		
1-4	3	
Deadpool MARVEL, 1988		
-1-0	2	
1	4	
2-4	3	
5-22	2	
23	3	
24	2	
25	3	
26-69	2	
Anl 1998	3	
Deadworld ARROW, 1986		
1	3	27
2-26	3	
Deathblow IMAGE, 1993		
0-3	3	
4-9	2	
10-15	3	
16	2	
16/Variant	3	
17-28	3	
28/Variant	4	
29	3	
Deathblow/ Wolverine IMAGE, 1996		
1-2	3	
Deathlok MARVEL, 1990		
1	4	6
2-4	4	
Deathlok MARVEL, 1991		
1	3	
2-34	2	
Anl 1-2	3	
Special 1-4	2	
Deathlok MARVEL, 1999		
1-5	2	
Deathstroke the Terminator DC, 1991		
0	2	
1	3	
2-49	2	
50	4	
51-60	2	
Anl 1-4	4	
Death: The High Cost of Living DC, 1993		
1	3	
1/Platinum	6	
2-3	3	
3/error	3	
Defenders MARVEL, 1972		
1	80 △	301
2	32 ▽	131
3	26	181
4	26	
5	26	101
6	16	60
7-8	16	
9	16	69
10	45 ▽	232
➥Avengers War		
11	9	64
12-13	9	
14	9 ▲	44
15	10	38
16	10	
17-20	7	
21	6	25
22	6	22
23	6	21
24	6	
25	7	26
26-29	7	
30	4	12
31-32	4	
33	4	15
34	4	
34/30¢	20	
35	4	
35/30¢	20	
36	4	
36/30¢	20	
37	4	
37/30¢	20	
38	4 △	24
38/30¢	5 △	24
39	4	
40	4 ▽	15
41-45	4	
46	4	17
47	4	
48	4	22
48/35¢	15	22
49	4	
49/35¢	15	
50	4	
50/35¢	15	
51	4	
51/35¢	15	
52	4	
52/35¢	15	
53-56	4	

101	102	103	104	105	106	107	108	109	110
	Fights Stilt-Man	Spider-Man appears	Fights Kraven	1st Moondragon	Fights Terrex		"Black Widow" dropped from title		
JUL 73	AUG 73	SEP 73	OCT 73	NOV 73	DEC 73	JAN 74	MAR 74	MAY 74	JUN 74
NM Price $8	$8	$8	$8	$8	$8	$8	$8	$8	$8

Doc Stearn ... Mr. Monster #5 ★★★½

© Michael T. Gilbert

"Demon of Destiny Drive" • 8 pp.

Mr. Monster develops a new solution to the problem of slime monsters.

"The Yellow Death" • 7 pp.

Mr. Monster takes to the sewers to eradicate a plague.

"Invaders from Mars?" • 6 pp.

Mr. Monster investigates a new Martian invasion.

Eclipse
Feb 1986
Writers: Michael T. Gilbert, William Messner Loebs
Pencils: Gilbert
Inks: Messner Loebs
Cover: Gilbert

The mark of a truly wonderful character is its adaptability to different creative styles. Gilbert has never been afraid to allow other artists to take a crack at his baby, and Loebs gets the chance to fly solo this issue.

"My Fears" • 4 pp.

No CGC copies

Then $1.75 NOW $2

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
57	4	17
58	4	
59	4	15
60-62	4	
63	4	21
64-71	4	
72	4	18
73-92	4	
93-99	3	
100	3	13
CGC 9.9 avg		47
101-152	2	
Anl 1	15	51

Defenders
MARVEL, 2001

1	3	
2-11	2	
12	4	

Deity
IMAGE, 1997

0	6	
1-6	3	
Variants	3	

Deity
IMAGE, 1998

1-5	3	
1-5/Variants	3	

Dell Giants
DELL, 1959

21	110	
22	80	
23	90	
24-25	75	
26 (➥Carl Barks art)	140	
27-30	75	
31-33	85	
34	100	
35	75	
36	60	
37-38	80	
39	60	
40	80	
41	65	
42	60	
43	50	
44	85	
45-48	55	
49-54	40	
55	40	166

Demon
DC, 1972

1 ▽	35	112
2	12	51
3	10	39
4	10	
5-6	9	
7	9	34
8-9	9	
10-12	7	
13	7	28
14-15	7	
16	7	27

Demon
DC, 1987

1-4	2	

Demon
DC, 1990

0	2	
1	4	
2-3	3	
4-10	2	
11	3	
12-18	2	
19	3	
20-42	2	
43	4	
44-45	3	
46-49	2	
50	3	
51	2	
52-54	3	
55-58	2	
Anl 1	3	
Anl 2	12	

Desperadoes
IMAGE, 1997

1-5	3	

Destructor
ATLAS-SEABOARD, 1975

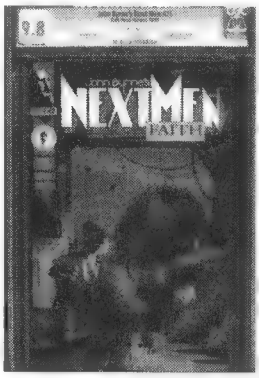
1 ▽	2	23
2-4	2	

Detective Comics
DC, 1937

0	3	
1	80000	
2	18250	
3	10800	
4-5	6850	
6-7	4450	
8	6500	
9-17	4350	
18	5000	
19	4150	
20	6300	
21	3250	
22	3950	
23-26	3250	
27 (➥1st Batman)	225000	
27-2	3	
28 (➥2nd Batman)	22800	
29 (➥3rd Batman)	32600	
30	7100	
31	26000	
32	6025	
33 (➥Batman origin)	50500	
34	6650	
35	8800	
36	6425	
37	5950	
38 (➥1st Robin)	54000	
39	5750	
40	6050	
41	3400	
42-44	2225	
45	3100	
46-50	1775	
51-57	1370	
58 (➥1st Penguin)	4450	
59	1975	
60	1475	
61	1225	
62	1925	
63	1225	
64 (➥1st Boy Commandos)	3350	
65	2075	
66 (➥1st Two-Face)	3100	
67	1675	
68	1325	
69	1475	
70	1045	
71	1175	
72-75	900	
76	1250	
77-79	850	
80	950	
81-82	760	
83	800	
84	760	
85	950	
86-90	760	
91	850	
92-98	625	
99	850	
100	900	

CGC Auction Highlights

Easy being green



Green Lantern: Rebirth sparked rekindled interest in everyone's favorite Coleman from Oa. Witness *Green Lantern* #1 in 9.0, which sold for $31,000, or *All-American Comics* #17 in 8.5 (second appearance of GL), which went for $17,000. From more recent times, ***John Byrne's Next Men*** #21 in 9.8 nabbed $305, as the *Hellboy* movie on DVD continues to spur interest in the first appearance of Mike Mignola's stone-fisted demon. A whopping 193 copies of *JBNM* #21 have been graded at 9.2 or better; the high so far has been $402.

More notable auction results from October:

ISSUE	CGC GRADE	PRICE
Green Lantern Vol. 2 #59	9.4	$425
Green Lantern Vol. 2 #76	9.0	$554
Green Lantern Vol. 2 #81	9.6	$450
Green Lantern Vol. 2 #82	9.6	$450
Green Lantern Vol. 2 #83	9.6	$300
Green Lantern Vol. 2 #84	9.6	$400
Green Lantern Vol. 2 #85	9.6	$400
Haunt of Fear #18	9.6	**$1,595**
Hawkman #2	9.2	**$490**
Hero for Hire #1	9.4	**$500**
Hero for Hire #1	9.4	$493
Hero for Hire #1	9.4	$488
Hot Stuff #1	6.0	**$450**
Hot Stuff #1	6.0	$370
House of Secrets #92	9.4	**$1,600**
House of Secrets #92	9.2	$900
Human Torch #4	5.5	**$910**
Human Torch #4	5.5	$821
Human Torch #6	6.5	$610
Human Torch #7	8.5	$2,800
Human Torch #26	8.5	$949
Identity Crisis (RRP) #1	9.8	**$975**
Identity Crisis (RRP) #1	9.8	$600
Identity Crisis (RRP) #1	9.8	$510
Incredible Hulk #1	5.0	**$2,225**
Incredible Hulk #1	5.0	$2,088
Incredible Hulk #1	4.5	$2,222
Incredible Hulk #102	9.6	$1,025
Incredible Hulk #139	9.8	$810
Incredible Hulk #162	9.6	$393
Incredible Hulk #181	9.6	$4,310
Incredible Hulk #181	9.4	$2,400
Incredible Hulk #181	9.4	$1,825
Incredible Hulk #181	9.4	$1,825
Incredible Hulk #181	9.2	$1,250
Incredible Hulk #181	9.2	$1,225
Incredible Hulk #181	9.0	$1,000
Incredible Hulk #181	9.0	$990
Incredible Hulk #181	9.0	$866
Incredible Hulk #181	8.5	$750
Incredible Hulk #181	8.5	$710
Incredible Hulk #181	7.5	$582
Iron Man #1	9.6	**$1,600**
Iron Man #1	9.6	$1,280
Iron Man #55	9.4	$525
Iron Man #55	9.4	$500
John Byrne's Next Men #21	9.8	**$305**
Journey into Mystery #83	7.0	**$2,575**
Journey into Mystery #83	4.0	$950
Journey into Mystery #83	4.0	$869
Journey into Mystery #83	3.0	$707
Journey into Mystery #90	8.0	$399
Justice League of America #1	5.5	**$809**
Justice League of America #1	4.5	$541
Justice League of America #1	4.5	$417
Justice League of America #2	8.5	$750
Justice League of America #7	9.0	$405
Justice League of America #11	9.2	$645
Justice League of America #27	9.4	$510
Leading Comics #14	9.0	**$428**
Loki #1	10.0	**$320**
Mad #1	7.0	**$1,300**
Mad #1	3.0	$476
Mad #2	9.0	$1,149
Man-Thing #1	9.8	**$761**
Marvel Feature #1	9.6	**$417**
Marvel Mystery Comics #10	4.5	**$739**
Marvel Mystery Comics #11	7.0	$2,004
Marvel Mystery Comics #87	8.5	$610
Marvel Premiere #15	9.6	**$577**
Marvel Spotlight #5	9.4	**$1,136**
Marvel Spotlight #5	9.4	$1,027
Marvel Spotlight #5	9.2	$566
Marvel Spotlight #5	9.0	$531
Marvel Spotlight #11	9.8	$416
Marvel Super-Heroes #12	9.6	**$685**
Marvel Team-Up #1	9.4	**$742**
Marvel Team-Up #1	9.4	$675
More Fun Comics #21	4.5	**$621**
More Fun Comics #52	5.5	$24,500
More Fun Comics #56	3.5	$1,200
More Fun Comics #59	5.5	$900
More Fun Comics #61	8.0	$2,350
My Love Annual #1	9.2	**$761**
Mystery In Space #4	9.2	**$767**
Mystery in Space #13	9.2	$575

	Shanna appears		Fights Gladiator	Man-Thing appears		Fights Owl		1st Blackwing		Tony Isabella writes	Tony Isabella writes		Fights Copperhead	
	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125
	JUL 74	AUG 74	SEP 74	OCT 74	NOV 74	DEC 74	JAN 75	FEB 75	MAR 75	APR 75	MAY 75	JUN 75	JUL 75	AUG 75	SEP 75
NM Price	$8	$8	$8	$8	$8	$8	$8	$8	$8	$8	$8	$8	$8	$8	$8

Crest of the Stars Vol. 1

The first volume in the Seikai Trilogy has a premise not to be found in most American space opera: Faced with imminent invasion and inevitable conquest by the humanoid alien Abh, young Jinto's dad sells out mankind for political gain, elevating his son to minor noble status in the process.

TOKYOPOP
WRITER:
HIROYUKI MORIOKA
ARTIST:
TOSHIHIRO ONO
B/W • 156 Pgs.
$9.99

The story jumps ahead seven years and finds Jinto, simultaneously looked down upon by the Abh and hated by the bulk of humanity, about to embark on a long journey to the empire's capital with the pretty Abh royal, Lafiel.

Thematically, it's a very Japanese story, as it's obsessed with matters of rank and parentage. Details of court etiquette frequently take precedence over space battles.

Luckily, an Abh dictionary has been provided to help readers get through this, but it doesn't help any that the "hero," an incredibly passive character even by manga standards, never does much. But it's because it's so completely different from our standard *Star Trek-Star Wars* formulaic scenarios (more love, less rockets) that Seikai is so inevitably appealing.

★★★ **— S.A. Bennett**

www.tokyopop.com
ISBN: 1-59812-857-0

RETROVIEW
Doc Stearn ... Mr. Monster #6 ★★★

"Bubble Bath of the Damned!" • 10 pp.
An out-of-control washing machine spawns a monster.

This is proof that Gilbert wasn't sticking to a tried-and-true monster-comics formula. The explanation is a little too ridiculous to get into here; suffice it to say it's in step with the craziness that was already presented.

"Stretching Things" • 6 pp.
A reprint of an early Ditko horror story.

"Olde Curiosity Shop" • 10 pp.
Mr. Monster hunts a mall monster.

Giffen's morbid stylings fit the comic perfectly. Unfortunately, this is the only work he contributed to the series.

Eclipse • Jun 1986
Writers: Michael T. Gilbert, Brian Preger
Pencils: Gilbert, Brian Buniak, et al.
Inks: Don Simpson
Cover: Don Simpson

© Michael T. Gilbert

No CGC copies

Then $1.75 NOW $2

Detective Comics CONTINUED	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
101	575	
102	800	
103-108	585	
109	775	
110-113	565	
114	750	
115-117	565	
118	750	
119	565	
120 ➥Penguin app.	800	
121	565	
122	975	
123	565	
124	710	
125-127	565	
128	710	
129-130	565	
131-136	465	
137	600	
138 ➥Robotman origin	850	
139	460	
140 ➥1st Riddler	3750	
141	500	
142 ➥2nd Riddler	950	
143-148	500	
149	625	
150	515	
151	550	
152-155	485	
156	575	
157-160	450	
161-167	485	
168 ➥Joker origin	3100	
169-170	475	
171	650	
172-176	475	
177-179	365	
180	410	
181-186	360	
187	400	
188-189	360	
190	550	
191-192	360	
193	410	
194-199	360	
200	525	
201-202	360	
203	400	
204	360	
205	525	
206-210	360	
211	400	
212	360	
213	450	
214-224	330	
225 ➥1st Manhunter	4400	
226	1400	
227-229	460	
230	500	
231	340	
232	275	
233 ➥1st Batwoman	1100	
234	300	
235	565	
236	325	
237-240	275	
241-260	210	
261-264	165	
265	275	
266	165	
267	210	
268-270	165	
271	175	744
272	125	
273	160	
274-280	125	
281-297	100	
298	175	
299-305	70	
306	70	403
307-309	70	
310	70	249
311-320	70	
321	70	310
322-326	70	
327 ➥New Bat symbol	140	755
328 ➥Alfred dies	150	
329-330	60	
331	53	
332	50	399
333-340	40	
341	52	
342-356	40	
357 △	40	165
358	40	
359 ➥1st Batgirl	100	1021
360-362	40	
363 △	40	347
364	40	
365	70	344
366-368	40	
369	60	
370	40	168
371	55	274
372-376	40	
377	40	249
378-379	40	
380	40	160
381-383	30	
384	30	135
385	30	138
386	30	
387	60	
388 ▽	45	211
389-390	24	
391-393	20	
394	20	121
395	30	
396	20	133
397	30	
398-399	20	
400	70	568
401	18	
402	30	214
403	18	123
404	28	136
405-406	18	
407	30	175
408	30	168
409	18	177
410	30	
411-413	18	
414 ▽	18	125
415 △	18	99
416	18	
417	18	88
418	18	87
419	18	85
420	18	82
421	18	
422	18	136
423	18	
424	18	82
425	16	70
426-427	16	
428-429	12	
430	12	41
431	12	43
432	12	46
433	12	67
434	12	51
435	12	
436	12	28
437	18	
438 ➥100-page issue	28	100
439 ➥100-page issue	28	156
440-442 ➥100-page issues	28	
443 ➥100-page issue	28	125
444-445 ➥100-page issues	28	
446	8	
447	8	30
448	8	34
449-450	8	
451	6	21
452-456	6	
457	6	37
458	6	24
459	6	20
460-464	6	
465	6	34
466	9	
467	9	39
468	9	20
469 △	5	27
470	5	
471	8	
472	8	30
473	8	36
474	8	
475	15	76
476	15	46
477	7	26
478	7	33
479	7	23
480	5	16
481	7	
482	5	
483	7	
484	5	
485-486	4	
487	4	20
488-489	4	
490	4	29
491-499	4	
500	5	15
501-503	4	
504	6	
505-523	4	
524	5	
525	4	
526	4	15
527-534	4	
535	5	
536-554	4	
555	4	15
556-563	4	
564	4	17
565-568	3	
569	4	
570	4	12
571	3	
572	4	
573-574	3	
575	4	17
576	3	
577	3	12
578	3	17
CGC 9.9 avg		150
579-582	2	
583	2	15
584-597	2	
598-600	3	
601-619	2	
620	2	13
621-626	2	
627	3	
628-637	2	
638	2	12
639-655	2	
656-659	3	
660-675	2	
675/Platinum	3	
676	3	
677-682	2	
682/Variant	3	
683-699	2	
700	4	
700/Variant	5	
701-718	2	
719	3	
720	4	
721-722	3	
723-740	2	
741	3	
742-746	2	
747-749	3	
750	5	
751-774	3	
775	4	
776-799	3	
800	4	
1000000	3	
1000000/Var	15	
Anl 1	5	
Anl 2	4	
Anl 3-7	3	
Anl 8	4	
Anl 9	3	
Anl 10	4	

Devil Dinosaur
MARVEL, 1978
1 5 19
2 4
3-9 3

Devil Kids
HARVEY, 1962
1 65 △ 482
2 40
3 30
4-5 18
6-10 12
11-20 8
21-30 6
31-40 5
41-60 4
61-79 3
80-107 2

District X
MARVEL, 2004
1 4
2-7 3

Doc Savage
DC, 1987
1-4 2

Doc Savage
DC, 1988
1-24 2
Anl 1 4

Doc Stearn ... Mr. Monster
ECLIPSE, 1985
1 3
2-10 2

Doctor Fate
DC, 2003
1-5 3

Doctor Fate
DC, 1987
1-4 2

Doctor Fate
DC, 1988
1 2
2-5 1
6-41 2
Anl 1 3

Doctor Mid-Nite
DC, 1999
1-3 6

△ #133

DAREDEVIL ™
THE MAN WITHOUT FEAR!

Mental manipulation

To help fight Mind-Wave and his Think Tank (no, we're not making that one up), Daredevil sought help from real-life mentalist Uri Geller.

Maybe he thought Geller could help bend the Think Tank's main gun like a spoon.

image © 1976 Marvel

	Fights Man-Bull					1st Bullseye		30¢ variant	Uri Geller appears	30¢ variant
	126	127	128	129	130	131	132	132/30¢	133	133/30¢
	OCT 75	NOV 75	DEC 75	JAN 76	FEB 76	MAR 76	APR 76	APR 76	MAY 76	MAY 76
NM Price	$8	$8	$8	$8	$8	$50	$15	$20	$6	$20

THE BOTTOM LINE

Doc Stearn ... Mr. Monster #7 ★★★

© Michael T. Gilbert

Eclipse
Dec 1986
Writers: Michael T. Gilbert, Randall Frew
Pencils: Michael T. Gilbert
Inks: Mark Pacella
Cover: Michael T. Gilbert

"Mr. Monster's Bedtime Story" • 14 pp.

A disgruntled father throws away his son's Mr. Monster comics, but there are worse problems coming.

Here Mr. Monster is seen through the eyes of an adoring fan, rather than via Kelly's sometimes-cynical point of view. Gilbert's affection for comics of the 1950s is evident on every page of this series, so it was only a matter of time before an "anti-anti-comics" story came along.

"The One Who Lurks!" • 12 pp.

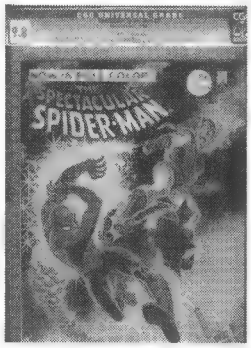
Mr. Monster fights the monster under the bed.

There's a nice reversal at the end of the story.

No CGC copies **Then $1.75 NOW $2**

CGC Auction Highlights

Spectacular spider-mag



If you haven't noticed by now, magazines (*Creepy, Eerie, Vampirella, Dracula Lives!, Web of Horror, and Famous Monsters*, to name a few) are quickly lining up at the CGC grading grounds and are finding eager buyers. The first issue of the ***Spectacular Spider-Man*** magazine (Marvel, July 1968) in 9.8 — the best grade ever for this book — fetched a spectacular $1,524.

Some consider the John Romita cover the best work he's done. No argument here!

More notable auction results from October:

ISSUE	CGC GRADE	PRICE
New Adventure Comics #18	3.5	**$430**
Outer Limits #1	9.4	**$416**
Phantom Lady #16	5.5	**$555**
Planet Comics #2	7.0	**$2,000**
Popular Comics #1	3.5	**$500**
Richie Rich Bank Book #1	9.6	**$548**
Richie Rich Money World #1	9.4	**$786**
Saga Of The Swamp Thing #37	9.8	**$375**
Sandman, The #1	9.8	**$305**
Savage Sword of Conan #1	9.8	**$2,026**
Savage Sword of Conan #1	9.6	$1,000
Savage Sword of Conan #1	9.6	$445
Savage Sword of Conan #1	9.6	$408
Savage Tales #1	9.2	**$455**
Secret War #1	10.0	**$405**
Sensation Comics #3	7.0	**$1,100**
Shock Illustrated #3	4.5	**$900**
Showcase #1	4.0	**$431**
Showcase #2	8.5	$536
Showcase #8	3.0	$500
Showcase #14	9.2	$1,025
Showcase #17	5.0	$406
Showcase #19	8.0	$800
Showcase #22	5.5	$836
Showcase #34	7.0	$432
Showcase #55	9.4	$779
Silver Streak Comics #7	5.5	**$1,425**
Silver Surfer #1	8.5	**$407**
Silver Surfer #2	9.6	$755
Silver Surfer #4	9.6	$2,910
Silver Surfer #4	9.4	$1,076
Silver Surfer #6	9.6	$712
Silver Surfer #15	9.6	$820
Slave Girl Comics #1	8.0	**$400**
Slave Girl Comics #2	8.0	$725
Spectacular Spider-Man Mag. #2	9.8	**$1,524**
Spectacular Spider-Man Mag. #2	9.8	$799
Spider-Man (Gold UPC) #1	9.8	**$695**
Spider-Man (Platinum) #1	9.8	$610
Star Spangled Comics #113	8.5	**$425**
Star Wars (35 Cent) #1	7.5	**$1,000**
Star Wars (35 Cent) #3	8.0	$380
Startling Comics #50	8.5	**$449**
Strange Adventures #9	8.5	**$1,500**
Strange Tales #101	7.0	**$490**
Strange Tales #110	8.5	$1,225
Strange Tales #110	7.5	$587
Strange Tales #115	9.0	$636
Strange Tales #133	9.4	$406
Strange Tales Annual #2	7.5	$500
Sub-Mariner #1	9.6	**$762**
Sub-Mariner Comics #34	8.0	$435
Sub-Mariner Comics #35	9.0	$750
Sun Girl #1	7.5	**$641**
Super Comics #1	8.0	**$999**
Super Comics #5	9.4	$340
Superboy #1	7.0	**$2,900**
Superman #4	5.5	**$1,325**
Superman #7	7.5	$1,750
Superman #8	9.0	$5,500
Superman #9	8.0	$2,450
Superman #9	7.5	$1,627
Superman #10	8.5	$2,900
Superman #11	9.0	$4,400
Superman #11	7.0	$1,025
Superman #13	4.0	$475
Superman #17	8.0	$4,000
Superman #23	5.0	$425
Superman #36	9.0	$800
Superman #41	9.0	$1,525
Superman #68	8.5	$475
Superman #76	6.0	$410
Superman (RRP) Vol. 2 #204	9.8	$1,475
Superman (RRP) Vol. 2 #204	9.8	$1,300
Superman (RRP) Vol. 2 #204	9.8	$1,275
Superman (RRP) Vol. 2 #204	9.8	$1,250
Superman (RRP) Vol. 2 #204	9.8	$1,125
Superman (RRP) Vol. 2 #204	9.8	$960
Superman (RRP) Vol. 2 #204	9.6	$411
Superman (RRP) Vol. 2 #204	9.6	$405
Superman/Batman (RRP) #1	9.6	**$405**
Superman/Batman (RRP) #1	9.6	$380

Detective - Doom $

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Doctor Spectrum MARVEL, 2004		
1-3	3	
Doctor Strange MARVEL, 1968		
169	100	263
170	40	111
171	32	126
172	32	104
173	32 △	113
174	32	73
175	32	158
176	32	117
177	26	
178	26	103
179	26	112
180	26	122
181	26	99
182	26	
183	26	110
Doctor Strange MARVEL, 1974		
1	25	88
2	12	83
3	6	
4	6	42
5	6	
6	5	32
7	5	21
8	5	17
9-10	5	
11	3	20
12-13	3	
13/30¢	20	
14	3	
14/30¢	20	
15	3	
15/30¢	20	
16	3	
16/30¢	20	
17	3	
17/30¢	20	
18-23	3	
23/35¢	15	
24	3	
24/35¢	15	
25	3	
25/35¢	15	
26-81	2	
Anl 1	2	28
Special 1	3	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Doctor Strange MARVEL, 1999		
1-4	3	
Doctor Strange: Sorcerer Supreme MARVEL, 1988		
1	3	
2-14	2	
15	3	
16-49	2	
50	3	
51-74	2	
75	3	
75/Holo-grafix	4	
76-90	2	
Anl 1	3	
Anl 2	2	
Anl 3-4	3	
Ashcan 1	1	
Donald Duck DELL, 1952		
26	220	
27-29	85	
30-44	40	
45	65	
46 ➥Barks story	100	
47-51	35	
52 ➥Barks story	90	
53-58	30	
59-60	80	
61-67	25	
68	70	
69-70	25	
71-84	20	
85-100	18	
101-120	16	
121-135	12	
136-150	10	
151-160	9	
161-170	8	
171-190	6	
191-210	4	
211-245	3	
246	8	
247-249	5	
250	8	
251-260	4	
261-279	3	
280-285	2	
286	3	
287-307	2	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Doom Patrol DC, 1964		
86	70	
87	48	
88	40	
89	40	152
90	40	
91-98	38	
99	45	
100	50	
101	25	
102	25	100
103-105	25	
106	25	108
107-108	25	
109	25	117
110-113	25	
114	25	125
115-120	25	
121 ➥Doom Patrol dies	45	
122-124	2	
Doom Patrol DC, 1987		
1	3	
2	2	
3	2	17
4-18	2	
19	3	
20-49	2	
50	3	
51-56	2	
57	3	
58-87	2	
Anl 1	1	
Anl 2	4	
Doom Patrol DC, 2001		
1-22	3	
Doom Patrol and Suicide Squad Special DC, 1988		
1	2	
Doom 2099 MARVEL, 1993		
1	3	
2-10	2	
11-17	1	
18-25	2	
25/Variant	3	
26-29	2	
29/Variant	4	

	134	134/30¢	135	135/30¢	136	136/30¢	137	138	139	140	141	142	143	144	145
		30¢ variant		30¢ variant		30¢ variant		Ghost Rider appears		Fights Beetle, Gladiator		Fights Cobra, Mr. Hyde		Fights Man-Bull	Fights Owl
	JUN 76	JUN 76	JUL 76	JUL 76	AUG 76	AUG 76	SEP 76	OCT 76	NOV 76	DEC 76	JAN 77	FEB 77	MAR 77	APR 77	MAY 77
NM Price	$6	$20	$6	$20	$6	$20	$6	$6	$6	$6	$6	$6	$6	$6	$6

Daisy Kutter #1

Upon finishing the first reading of this comic, I was pleasantly surprised. According to the author's note, this is Kibuishi's first full-length graphic novel. Could've fooled me.

VIPER
WRITER:
KAZU KIBUISHI
ARTIST:
KAZU KIBUISHI
B/W • 48 Pgs.
$3.99

The art is addictive. Each page your eyes are drawn to the simple lines, but what Kibuishi does so well is express atmosphere. You see the characters and know what they're feeling — even when they're intently poker faced (such as when they're intently playing poker), you see the glimmer of mental inner workings.

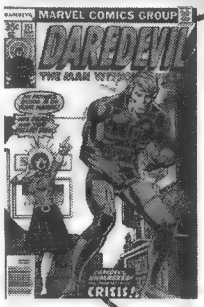
The story is a futuristic science-fiction Western focused on Daisy Kutter, a former bounty hunter trying to leave her past behind. Mind you, she's not escaping her past — others know of her former profession, though she's rarely straightforward about it.

The story itself intrigues and keeps the reader going. This is one to keep up with.

The comic also contains a story by Phil Craven titled "Mongrel: Trixie, Come Home." Though not on par with the first story in either art or plot, it's a well-written self-contained tale about a dog detective

★★★ — Ray Sidman

www.vipercomics.com



△ #151

DAREDEVIL ™
THE MAN WITHOUT FEAR!

Just can't keep that secret

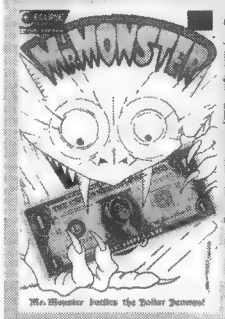
Less than 100 issues after he told Karen Page his big secret, Daredevil revealed his true identity to Heather Glenn. Glenn didn't accept the revelation as well as Karen had, and it still didn't teach DD that a secret stays secret only when one person knows it.

image © 1978 Marvel

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Doom 2099 CONTINUED		
30-39	2	
39/Variant	4	
40-44	2	
Doorway to Nightmare DC, 1978		
1	3	28
2-5	2	
Dracula Lives! MARVEL, 1973		
1	50	
2-3	30	
4-6	25	
7-9	20	
10	30	
11-13	25	
Anl 1	27	132
Dragon IMAGE, 1996		
1-5	2	
Dragonball VIZ, 1998		
Part 1: 1-7	4	
Part 1: 8-12	3	
Part 2: 1	4	
Part 2: 2-15	3	
Part 3: 1-14	3	
Part 4: 1-10	3	
Part 5: 1-7	3	
Part 6: 1-2	4	
Dragonball Z VIZ, 1998		
Part 1: 1-5	4	
Part 1: 6-10	3	
Part 2: 1	4	
Part 2: 2-14	3	
Part 3: 1-10	3	
Part 4: 1-13	3	
Part 5: 1-12	3	
Dragon: Blood & Guts IMAGE, 1995		
1-3	3	
Drama SIRIUS ENTERTAINMENT, 1994		
1	4	
CGC 9.9 avg		94
1/Ltd	12	
Dreadstar MARVEL, 1982		
1	3	
2-49	2	
50	3	
51-64	2	
Anl 1	3	
Dreadstar MALIBU, 1994		
0.5	2	
1-6	3	
Dreaming DC, 1996		
1-60	3	
Special 1	6	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Dudley Do-Right CHARLTON, 1970		
1	25	155
2	15	
3	12	
4-7	10	
Dynamo TOWER, 1966		
1	35	
2-3	25	
4	25	163
Dynomutt MARVEL, 1977		
1	6	54
2	4	
3-6	3	
Earth Man on Venus, An AVON, 1951		
1	875	
Eerie WARREN, 1965		
1	85	
2	44	
3	30	124
4	30	
5	30	96
6	30	144
7	28	121
8-9	28	
10	28	123
11-13	18	
14	18	63
15-16	18	
17	60	
➥Scarce		
18-39	18	
40	6	
41-60	12	
61-67	10	
68	10	53
69-70	10	
71	9	
72	9	83
73-76	9	
77	9	43
78-80	9	
81	70	
➥Frazetta cover		
82-99	9	
100	9	50
101-139	8	
YB 1970	36	169
YB 1971	25	
YB 1972	18	
80 Page Giant Magazine DC, 1964		
1	295	1184
2-7	125	
8	125 △	1133
9-10	125	
11	125	512
12	80	330
13-15	80	
Elektra MARVEL, 1995		
1	3	17
2-4	3	
Elektra MARVEL, 1996		
-1	2	
1	3	17
1/Variant	3	
2	3	
3	3 △	44
4-19	2	
Elektra MARVEL, 2001		
1	4	
2-3	3	
3/Nude	15	
4-35	3	

RETROVIEW
Doc Stearn ... Mr. Monster #8 ★★★



"Automatic Terror Machine" • 17 pp.

Inflation may be killing us slowly, but the pace quickens, when a bank is plagued by demonspawn.

This premise is about as ridiculous as they come, maybe a bit too quirky even for this magazine. Who are we kidding? This is *Mr. Monster*, not Vertigo! From any other creator, a haunted ATM story might seem dated, but this tale still holds up.

"Mr. Monster on the Job" • 8 pp.

Mr. Monster is hired to remove a creature from a high-rise.

Gilbert has fun with this story even with its predictable ending.

Eclipse
Mar 1987
Writer: Michael T. Gilbert
Pencils: Michael T. Gilbert
Inks: Mark Pacella
Cover: Michael T. Gilbert

© Michael T. Gilbert

No CGC copies

Then $1.75 NOW $2

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Elektra & Wolverine: Redeemer MARVEL, 2002		
1-3	6	
Elektra: Assassin MARVEL, 1986		
1	3	7
2-8	3	
Elektra: The Hand MARVEL		
1-3	3	
Elementals COMICO, 1984		
1	3	
2-29	2	
Special 1-2	2	
Elementals COMICO, 1989		
1	3	
2-3	2	
4-41	3	
Elementals COMICO, 1995		
1-3	3	
Elric: The Making of a Sorcerer DC		
1	6	
Elseworlds 80-Page Giant DC, 1999		
1	110	195
Elvira, Mistress of the Dark CLAYPOOL, 1993		
1	4	
2-139	3	
Elvira's House of Mystery DC, 1986		
1	3	
2-10	2	
11	3	
Special 1	2	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
E-Man COMICO, 1989		
1	3	
E-Man COMICO, 1990		
1-3	3	
Emma Frost MARVEL, 2003		
1-17	3	
Empire IMAGE, 2000		
1-2	3	
Empire DC, 2003		
0	5	
1-6	3	
Enginehead DC, 2004		
1-5	3	
Epic Illustrated MARVEL, 1980		
1	6	
2-4	4	
5-34	3	
Espers IMAGE, 1997		
1	4	
2-9	3	
Eternal MARVEL, 2003		
1-5	3	
Eternals MARVEL, 1976		
1	4	40
1/30¢	25	94
2	3	16
2/30¢	20	
3	3	12
4-5	3	
6-8	2	
9	2	14
10	2	
11	2	10
12-13	2	
13/35¢	15	
14	2	18
14/35¢	15	
15-19	2	
Anl 1	3	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Eternals MARVEL, 1985		
1	2	
2-12	1	
Eternal Warrior VALIANT, 1992		
1	3	
1/Gold Foil	13	
1/Gold	13	42
2-5	3	
6-7	2	
8	5	
9-25	2	
26	3	
27-34	2	
35-50	3	
Special 1	4	
YB 1-YB 2	5	
Even More Secret Origins 80-Page Giant DC, 2003		
1	7	
Evil Ernie ETERNITY, 1991		
1	12	180
1/Ltd	6	
2	5	
3-5	4	
Ewoks MARVEL, 1985		
1	3	
2-8	2	
9	2	15
10-14	2	
Excalibur MARVEL, 1988		
-1	2	
1	3	11
2-49	2	
50	3	
51-70	2	
71	4	
➥Hologram cover		
72-75	2	
75/Variant	4	
76-81	2	
82	3	
82/Variant	4	
83-99	2	
100	3	

Bullseye — 35¢ variant — 35¢ variant — 1st Paladin — Reveals i.d. to Heather Glenn — 1st Ben Urich

	146	147	147/35¢	148	148/35¢	149	150	151	152	153
	JUN 77	JUL 77	JUL 77	SEP 77	SEP 77	NOV 77	JAN 78	MAR 78	MAY 78	JUL 78
NM Price	$6	$6	$15	$6	$15	$6	$6	$6	$6	$6

Doc Stearn ... Mr. Monster #9 ★★★

© Michael T. Gilbert

"Greetings from Mr. Monster's Vacation" • 16 pp.

A simple vacation to New England turns horrible, when the vacation spot is besieged by monsters.

Mr. Monster has (for the most part) battled foes who are roughly man-sized. It's nice to see him tear into an enormous scorpion creature, if only for the visual excitement.

"Guilty as Hell!" • 8 pp.

Mr. Monster gets involved in a battle even he may not be able to win: an epic battle of legal proportions.

The story doesn't stray far from either Gilbert or Lash's most notorious works.

Eclipse
Apr 1987
Writer: Greg Goetas
Pencils: Michael T. Gilbert, Batton Lash
Inks: Gerald Forton
Cover: Michael T. Gilbert

No CGC copies

Then $1.75 NOW $2

CGC Auction Highlights

By Mao! Er, Rao!

Yes, on the cover of ***World's Finest*** #17, Superman is hauling Batman and Robin around in a rickshaw. (Superman learned never to bet against The Dark Knight in Seven Card Draw.)

The flood of variant books into the market continues unabated, and they're finding homes. *Identity Crisis, Superman* #204 (sketch cover), and *Ultimate Spider-Man* #1 (white variant) all featured multiple top-grade entries on the auction blocks in October. One other October auction note: the hard-to-find *Winnie the Pooh* #22 (graded 7.5) changed hands for $500.

More notable auction results from October:

ISSUE	CGC GRADE	PRICE
Tales of Suspense #39	7.5	**$2,700**
Tales of Suspense #39	5.0	$1,000
Tales of Suspense #39	5.0	$999
Tales of Suspense #42	9.4	$2,126
Tales of Suspense #49	9.0	$905
Tales of Suspense #59	9.2	$427
Tales to Astonish #27	7.5	**$1,603**
Tales to Astonish #27	6.0	$752
Tales to Astonish #35	9.0	$2,226
Tales to Astonish #35	9.0	$1,532
Tales to Astonish #42	9.2	$368
Teen Titans #1	9.4	**$510**
Thor #169	9.8	**$725**
Tomb of Dracula #1	9.4	**$457**
Tomb of Dracula #10	9.4	$467
Top-Notch Comics #14	9.2	**$2,900**
Ultimate Spider-Man #1	9.8	**$795**
Ultimate Spider-Man #1	9.8	$625
Ultimate Spider-Man #1	9.8	$566
Ultimate Spider-Man #1	9.8	$560
Ultimate Spider-Man #1	9.8	$549
Ultimate Spider-Man #48	9.8	$405
Ultimate Spider-Man (DF) #1	9.8	$625
Ultimate Spider-Man (White) #1	9.8	$1,249
Ultimate Spider-Man (White) #1	9.8	$1,101
Ultimate Spider-Man (White) #1	9.8	$980
Ultimate Spider-Man (White) #1	9.6	$532
Ultimate Spider-Man (White) #1	9.6	$490
Ultimate Spider-Man (White) #1	9.6	$450
Ultimate Spider-Man (White) #1	9.4	$489
Uncanny X-Men #1	6.5	**$2,750**
Uncanny X-Men #1	6.5	$2,300
Uncanny X-Men #1	5.0	$1,310
Uncanny X-Men #1	5.0	$1,227
Uncanny X-Men #1	4.0	$1,000
Uncanny X-Men #2	7.5	$610
Uncanny X-Men #2	6.5	$455
Uncanny X-Men #6	9.2	$804
Uncanny X-Men #6	8.5	$525
Uncanny X-Men #9	9.4	$1,469
Uncanny X-Men #9	9.0	$406
Uncanny X-Men #12	9.0	$521
Uncanny X-Men #17	9.6	$1,300
Uncanny X-Men #18	9.6	$1,500
Uncanny X-Men #19	9.4	$485
Uncanny X-Men #29	9.6	$675
Uncanny X-Men #35	9.4	$1,026
Uncanny X-Men #38	9.6	$525
Uncanny X-Men #45	9.6	$350
Uncanny X-Men #51	9.6	$520
Uncanny X-Men #61	9.6	$660
Uncanny X-Men #63	9.6	$611
Uncanny X-Men #94	9.0	$715
Uncanny X-Men #94	9.0	$610
Uncanny X-Men #95	9.6	$550
Uncanny X-Men #97	9.6	$480
Uncanny X-Men #99	9.6	$450
Uncanny X-Men #100	9.6	$491
Uncanny X-Men #101	9.6	$690
Uncanny X-Men #101	9.6	$676
Uncanny X-Men #108	9.8	$935
Uncanny X-Men #109	9.8	$650
Uncanny X-Men #110	9.8	$425
Uncanny X-Men #118	9.8	$615
Uncanny X-Men #124	9.8	$455
USA Comics #9	4.0	**$604**
USA Comics #12	6.5	$621
Vampirella #1	8.5	**$598**
Vampirella #7	9.6	$898
Vampirella #19	9.8	$415
Walt Disney's Comics ... #480	9.2	**$400**
Web of Horror #2	9.4	**$538**
Weird Fantasy #13	9.2	**$2,200**
Weird Science #12	7.5	**$515**
Weird Science #14	8.0	$800
Werewolf By Night #1	9.6	**$975**
Werewolf By Night #32	9.4	$460
Whiz Comics #9	6.0	**$635**
Winnie the Pooh #22	7.5	**$500**
Witching Hour #10	9.4	**$394**
Wolverine Limited Series #1	9.9	**$770**
Wonder Comics #12	9.6	**$1,725**
Wonder Woman #164	9.8	**$900**
Wonder Woman #169	9.8	$750
World's Best Comics #1	2.5	**$775**
World's Finest Comics #17	9.0	**$1,226**
Young Allies #10	9.2	**$1,800**
Young Men #24	4.0	**$1,180**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
101-124	2	
125	3	
Anl 1	4	
Anl 2	3	
Excalibur MARVEL, 2001		
1-3	3	
Excalibur MARVEL, 2004		
1-6	3	
Excalibur: The Sword Is Drawn MARVEL, 1987		
1	4	14
Exiles MARVEL, 2001		
1	3	14
2-24	2	
25-54	3	
Ex Machina DC, 2004		
1	8	
2	4	
3-5	3	
Fables DC, 2002		
1	4	
CGC 9.9 avg		77
2-6	3	
6/Retailer ed.	15	62
7-31	3	
Fables: Last Castle DC, 2003		
1	5	
Falcon MARVEL, 1983		
1-4	2	
Fallen Angel DC, 2003		
1-17	3	
Famous First Edition DC, 1974		
4	13	
5-6	10	
7	12	
8-61	9	

Famous Funnies FAMOUS FUNNIES, 1934	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
1	16400	
2	3850	
3	4200	
4	1450	
5	1100	
6-10	825	
11-12	665	
13-17	415	
18	625	
19-20	415	
21-22	365	
23-30	350	
31-38	235	
39-40	215	
41-50	180	
51-60	165	
61-70	145	
71-80	100	
81	85	
82	105	
83-90	85	
91-99	70	
100	75	
101-110	60	
111-130	50	
131-142	38	
143	38	104
144-147	38	
148	38	79
149-150	38	
151-190	28	
191-208	25	
209 ➥Frazetta art	550	
210 ➥Frazetta art	550	2213
211-216 ➥Frazetta art	550	
217-218	25	
Fantastic Four MARVEL, 1961		
1 ➥1st Fantastic Four	16000	
1/Gldn Record	100	284
2 ➥1st Skrulls	3400	
3	2350	
4	2500	
5 ➥1st Dr. Doom	3250	
6	1500	
7	775	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
8	765	
9-10	740	
11	565	
12 ➥Thing vs. Hulk	1125	
13	460	
14-20	310	
21	210	
22-23	150	
24 ➥Avengers app.	150	880
25-26 ➥Avengers app.	375	
27	150	
28	180	
29-34	100	
35	100	515
36-37	100	
38	100	595
39-40	100	
41	80 ▽	401
42-43	80	
44	80 ▽	326
45 ➥1st Inhumans	100	1206
46	90	501
47	80 ▽	348
48 ➥1st Silver Surfer	750 ▽	1638
49	250	1245
50	265	
51	50	
52 ➥1st Black Panther	150	1034
53	120 ▽	507
54	80	349
55 ➥Thing vs. Surfer	150	758
56	80	365
57	80	374
58	80 ▽	323
59	60 ▲	225
60	60 ▽	230
61	60 ▽	254
62	60	246
63	60 △	260
64	60	203
65	60	216
66 ➥1st Warlock	90	424
67	90	380
68	50	216
69	50 ▽	214
70	50	201
71	45	168
72 ➥Silver Surfer app.	75	350
73	75	298
74	75 △	307

	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168
	SEP 78	NOV 78	JAN 79	MAR 79	MAY 79	JUL 79	SEP 79	NOV 79	JAN 80	MAR 80	MAY 80	JUL 80	SEP 80	NOV 80	JAN 81
NM Price	$6	$6	$6	$6	$50	$22	$17	$17	$9	$18	$11	$11	$11	$11	$75
		Black Widow appears	Fights '60s DD		1st Frank Miller	Fights Bullseye	Fights Bullseye	Fights Bullseye		Hulk appears		Fights Dr. Octopus	Fights Gladiator		1st Elektra

Daredevil #66

The Golden Age of Daredevil has returned! Writer Brian Michael Bendis and artist Alex Maleev have introduced a storyline that is a winner from the first issue.

Daredevil comes face to face with Alex Bont, a figure from his past who forces him to confront his past, his present, and his future.

And Matt Murdock/Daredevil/Kingpin will never be the same again.

Will Murdock admit to being Daredevil?

Will Murdock run for mayor?

MARVEL
WRITER:
BRIAN M. BENDIS
ARTIST:
ALEX MALEEV
Color • 32 Pgs.
$2.99

Who exactly does Alex Bont have in his sights?

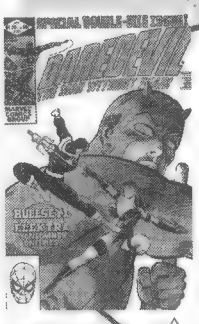
Maleev's art is innovative and sets the mood for this sparsely written introductory tale. Negative-like images combine with stipple-like effects to increase the mood and set up what is sure to be a trend setting style for Maleev.

Reminiscent of Wally Wood and a posterized Jim Steranko, it is easy on the eyes, and high on the "signature" scale. Artist! Artist!

If there was ever reason to start reading *Daredevil* again, this is it. Bendis and Maleev have readers hook, line, and sinker.

★★★½ — **Tim Lasiuta**

www.marvel.com



#181

DAREDEVIL™
THE MAN WITHOUT FEAR!

Mourning Elektra

Frank Miller's battle between Daredevil and Bullseye was so powerful and so well fought that director Mark Johnson used most of it for the similar climatic scene in 2003's *Daredevil* movie, including the image of Elektra's sai hitting its final mark.

image © 1982 Marvel

THE BOTTOM LINE

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Fantastic Four CONTINUED		
75	42 ▽	182
76	42	157
77	42	185
78	42 △	121
79	42	179
80	42 △	150
81	35	161
82	35 △	136
83	35	138
84	35	151
85	35	143
86	35	186
87	35 △	144
88	35	127
89	27 △	139
90	27 ▽	118
91	27 △	124
92	27	104
93	27 △	114
94	27	146
95	27	120
96	27	118
97	27 ▽	105
98	27 ▽	88
99	27 ▽	120
100	60 ▽	248
101	27	
102	27 ▽	108
103	27	
104	22	129
105	22	109
106	22	81
107	22 ▽	115
108	22	82
109	22	70
110	22 ▽	63
111	22 ▽	71
112	90	629
➥Thing vs. Hulk		
113	21	92
114	21	105
115	21	91
116	30	230
117	14	
118	14	63
119	14	52
120	14	
121	30	91
➥Galactus app.		
122	30	169
123	30	99
124	18	70
125	18	
126	18	105
127	18	119
128	18	98
129	18	78
130	12	54
131	12 ▽	51
132	12	67
133	12	47
134	12 ▽	46
135	12	53
136	12	48
137	12	53
138	12 ▽	64
139	12 △	41
140	12	
141	12 ▽	43
142	12 ▽	52
143	12	
144	12	38
145	12	49
146	12	37
147	12	61
148	12	38
149	12	36
150	12 ▽	45
151	9	35
152	9	
153	9 △	41
154	9	31
155	13 ▽	68
156	13	42
157	13 ▽	42
158	8	42
159	8 △	34
160	8 △	32
161	10 △	39
162	10 △	39
163	10 ▽	46
164	10 △	34
165	10	21
166	10	41
167	10	67
168	10	
169	10 △	46
169/30¢	20	
170	10	41
170/30¢	20	
171	6	
171/30¢	20	
172	6 △	32
172/30¢	20	
173	6 △	31
173/30¢	20	
174	6 △	33
175	6 △	32
176	6	27
177	6	28
178	6 △	31
179	6	48
180	6	15
181	6	29
182	6	27
183	6	21
183/35¢	15	
184	6	
184/35¢	15	
185	5	19
185/35¢	15	
186	5	18
186/35¢	15	18
187	5	
188	5	29
189	5	
190	5	25
191	5	21
192	5	19
193	5	35
194	5	15
195	5	19
196	5	
197	5	14
198-199	5	
200	5	32
201	4	
202	4	15
203	4	17
204-206	4	
207	4	24
208	4	23
209-226	4	
227	4	13
228-231	4	
232	4	15
233-235	4	
236	4	16
237	4	
238	4	18
239	4	
240	3	15
241-247	3	
248	3	11
249	3	
250	3	14
CGC 9.9 avg		90

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
251-277	3	
278	3	18
279-286	3	
287-295	2	
296	3	
297-299	2	
300	3	
CGC 9.9 avg		55
301-318	2	
319	3	
320-346	2	
347	3	
348	3	17
349-350	3	
351-357	2	
358	3	
359-370	2	
371	3	
372-374	1	
375	3	
376-378	1	
379-380	2	
381	3	
382	2	
383-387	1	
387/Variant	3	
388-394	2	
394/Collectors	3	
395-398	2	
398/Variant	3	
399	2	
399/Variant	3	
400	4	
401-415	2	
416	4	
500	4	16
CGC 9.9 avg		86
500/Collectors	4	
501	2	
502-508	3	
509	2	
510-513	3	
514-516	2	
517-519	3	
Anl 1	425	3939
Anl 2	250	2014
Anl 3	100	
Anl 4	55	369
Anl 5	70 ▽	244
Anl 6	45	
Anl 7	18	
Anl 8	12	74
Anl 9	10	
Anl 10	8	
Anl 11	6	36
Anl 12	5	18
Anl 13	5	18
Anl 14	5	
CGC 9.9 avg		47
Anl 15-27	3	
Special 1	2	
Ashcan 1	1	

Fantastic Four
MARVEL, 1996

1	4	16
1/Variant 1	3	
1/Variant 2	4	
2-11	2	
12	3	
13	2	

Fantastic Four
MARVEL, 1998

1	3	8
1/Variant	4	
2-5	3	
6-24	2	
25	3	
26-34	2	
35	3	
36-49	2	
50-51	4	
52	2	
53	3	
54	4	
55-59	2	
60	1	
61-70	2	
71	4	
Anl '99-01	3	

Fantasy Masterpieces
MARVEL, 1966

1	75	278
2	30	
3	15	
4-6	12	
7	12	65
8	13	
9	12	116
10	10	
11	10 ▲	56

Fantasy Masterpieces
MARVEL, 1979

1	6	
2	4	
3-10	3	
11-14	2	

Fantasy Quarterly
INDEPENDENT PUB.
SYND., 1978

1	55	119

Fathom
COMICO, 1987

1-3	2	

Fathom
COMICO, 1992

1-3	3	

Fathom
IMAGE, 1998

0	3	20
0.5	4	
1	3 △	24
1/All versions	3	20
2	3	13
2/Museum	100	
3-8	3	
9	3	20
9/Holofoil	8	
9/Platinum	7	
9/Aspen	5	
9/Green foil	9	
10	3	
10/DF cert.	5	
11	3	
12	3	25
12/Variants	5	
12/Gold	8	
13	3	
13/DF cert.	5	
13/DF gold	15	
13/DF blue	15	
14	3	
14/Pittsburgh	6	

Fathom: Killian's Tide
IMAGE, 2001

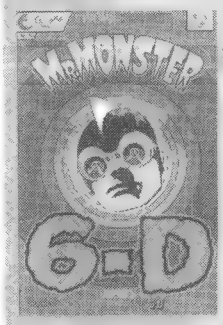
1-4	3	

Fear
MARVEL, 1970

1	65	333
2	25	
3	15	
4	15	61
5	15	86
6-9	15	
10	25 △	118
➥Man-Thing starts		
11	15	79
12	9	49
13-16	9	

RETROVIEW

Doc Steam ... Mr. Monster #10 ★★★★



Eclipse
Jun 1987 • 25 pp.
Writer: Michael T. Gilbert
Pencils: Michael T. Gilbert
Inks: Mark Pacello, Don Simpson
Cover: Michael T. Gilbert

No CGC copies

"Terror in 6-D"

The evil Doctor No-Zone banishes Mr. M to Dimension X and puts him through a variety of troubles.

Mr. Monster is never one for an understatement, so it's only natural that a mere 3-D comic book could never suit his needs. The mid-'80s saw a slight resurgence in 3-D comics, and dimensional genius Ray Zone allows his magic to shine here.

For the uninitiated (and that would be just about everyone who hasn't read this particular issue), 6-D is merely a 3-D comic in full color. It's a neat trick, but, if the story hadn't backed it up, it would have been just another gimmick.

© Michael T. Gilbert

Then $1.75 NOW $2

Kingpin appears — Fights Bullseye — 1st Stick

	169	170	171	172	173	174	175	176	177	178
	MAR 81	MAY 81	JUN 81	JUL 81	AUG 81	SEP 81	OCT 81	NOV 81	DEC 81	JAN 82
NM Price	$16	$10	$12	$7	$7	$7	$7	$7	$7	$6

More Mr. Monster

© Michael T. Gilbert

At the same time the 10-issue *Doc Stearn ... Mr. Monster* was being published, Mr. Monster creator Michael T. Gilbert also had a series of *Mr. Monster Super Duper Specials*. The issues, which appeared to be one-shots reprinting older stories until one looked in the indicia where the Super Duper Special number appeared, had such titles as *Mr. Monster's High-Octane Horror, Mr. Monster's Hi-Shock Schlock, Mr. Monster's Hi-Voltage Super Science,* and *Mr. Monster's True Crime.*

Later, Gilbert took his creation to Dark Horse, Tundra, Caliber, and Image for other short-lived series and, today, Mr. Monster makes the occasional appearance in the pages of *Alter Ego.*

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
216	14	68
217	14	
218	14	64
219	14	73
220-221	10	
222	10	57
223-225	10	
226	15	
227	10	49
228	10	
229	16	
230	10	
231	10	35
232	19	106
➥100-page issue		
233-234	8	
235	8	33
236	8	38
237	8	
238-262	4	
263	4	13
264-273	4	
274	4	20
275	4	29
276-288	4	
289	5	
290-299	3	
300	5	
301-304	3	
305-306	4	
307-349	3	
350	7	20
Anl 1	400	

Flash
DC, 1987

0	4	16
1	5	20
2-20	3	
21-49	2	
50	3	
51-78	2	
79	3	
80	2	
80/Variant	3	
81-90	2	
91	4	
92	8	
➥1st Impulse		
93	5	
94-95	3	
96-99	2	
100	3	
100/Variant	4	
101-149	2	
150	3	
151-199	2	
200	4	
201-206	2	
207	5	
CGC 9.9 avg		40
204-213	2	
214	4	
➥Identity Crisis tie		
215	2	
1000000	3	
Anl 1	3	
Anl 2-4	2	
Anl 5-7	3	
Anl 8	4	
Anl 9	3	
Anl 10-11	4	
Anl 12	3	
Anl 13	4	
GS 1-2	5	
Special 1	4	
TV 1	4	

Flash Comics
DC, 1940

1	64000	
➥1st Flash, Hawkman		
2	7200	
3	5200	
4	3900	
5	3450	
6	4400	
7	2850	
8-10	2400	
11-13	1675	
14	1550	
15-16	1500	
17-20	1375	
21	1150	
22	1150	3817
23	1150	
24	1650	
25-30	925	
31-40	865	
41-50	775	
51-69	650	
70	650	2175
71-72	650	
73	650	1713
74	650	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
17	9	46
18	9	
19	25	111
➥1st Howard Duck		
20	18	87
➥Morbius begins		
21	7	35
22	7	
23	7	28
24	10	52
➥Blade app.		
25	7	38
26-29	7	
30	7	51
31	7	

Fight for Tomorrow
DC, 2002

1-6	3	

Fighting American
HARVEY, 1966

1	24	79

Fighting American
DC, 1994

1-6	2	

Final Night
DC, 1996

1	3	
2-4	2	

Firestorm
DC, 1978

1	3	29
2-5	2	

Firestorm
DC, 2004

1	3	34
2-5	3	
6	5	
➥Identity Crisis tie		
7	3	

Firestorm Nuclear Man
DC, 1987

65-99	1	
100	3	
Anl 5	1	

First
CROSSGEN, 2000

1	4	
CGC 9.9 avg		43
1-37	3	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
1st Issue Special		
DC, 1975		
1	4 △	27
2	4	19
3-4	4	
5	4	17
6-7	4	
8	10 △	41
➥Warlord		
9-12	4	
13	5	

Fist of the North Star
VIZ, 1995

Part 1: 1-8	3
Part 2: 1-8	3
Part 3: 1-5	3
Part 4: 1-7	3

Flaming Carrot Comics
AARDVARK-VANAHEIM, 1984

1	26	
2	15	
3	12	
4	10	
5-6	8	
7	7	
8-9	5	
10-12	4	
13	3	13
14-15	3	
15/Variant	4	
16	4	
17-24	3	
25	4	
26-31	3	
Anl 1	5	

Flash
DC, 1959

105	3850	
106	1100	
107	650	
108	600	
109	440	
110	800	
111	275	
112	300	
113	275	
114	200	
115-116	175	
117	200	
118-120	175	
121-122	135	
123	625	
➥1st Earth-2		
124	90	
125-128	100	
129	200	
➥GA Flash app.		
130	100	15
131-136	100	
137	200	
➥GA Flash app.		
138	90	
139	100	
140-144	90	
145	90	405
146-148	90	
149	90	375
150	90	
151	75	295
152	55	232
153-156	55	
157	55 ▽	206
158	55	
159	55	270
160	75	330
➥Giant-size		
161-164	35	
165	65 ▽	268
166	35	
167	35	178
168	35	
169	70	
➥Origin of Flash		
170-174	35	
175	130 ▽	685
➥Race w/Superman		
176	35	145
177	35	154
178-179	35	
180	35	204
181	30	101
182-183	30	
184	30	155
185-186	30	
187	35	
188-190	25	
191-195	20	
196	35	
197-198	20	
199	20	100
200	20	
201-202	14	
203	14	80
204-209	14	
210	14 △	60
211-212	14	
213	14	101
214-215	14	

CBG Trendwatcher

John Tinkess manager — **Another Dimension**

HEATING UP

Following up on the huge success of *Identity Crisis*, DC has another winner on its hands with ***Green Lantern Rebirth***. After only one week of sales, *Rebirth* has already sold three times our normal *Green Lantern* numbers, and I expect that it will end up being one of our best-selling books this year. At Marvel, the new creative team of Mark Millar and John Romita Jr. on ***Wolverine*** has had a much greater effect than I'd expected, nearly doubling previous sales. IDW's ***Metal Gear Solid*** has been a big hit, as has ***Army of Darkness*** from Dynamite. ***Demo*** from AiT/PlanetLar started slowly but just keeps selling. It is quickly turning into another *Johnny the Homicidal Maniac*, a book I have to keep reordering every week.

While sales of the numerous new X-Men titles that have been launched recently (*Rogue, Gambit, Nightcrawler, Jubilee, X-Force,* etc.) have been disappointing, they seem to be spurring interest in second-tier X-Men back issues. Over the past month we've been seeing **increased back issue sales** for *X-Force, X-Factor, Cable, Bishop,* and other related series.

LOOK AGAIN

We find that recent back-issue sales (1980-present) seem to be mainly driven by events in current books. Last year's *Formerly Known as The Justice League* resulted in increased sales of the 1980's Giffen-Maguire *Justice League* back issues. We are constantly on the lookout for opportunities to promote some of the great back issues from that era to today's readership by relating them to current storylines. Whether it's the return of Hal Jordan or a movie based on ***Hellblazer***, there's a wealth of great stories that many of today's fans have never read.

KEY SALES

(Unslabbed)
Batman #7 in G/VG: $600

John Tinkess *runs* ***Another Dimension*** *in Calgary, Alberta. Write to him at* ***comics@another-dimension.com*** *or call* ***(403) 283-7078****.*

	179 FEB 82	180 MAR 82	181 APR 82	182 MAY 82	183 JUN 82	184 JUL 82	185 AUG 82	186 SEP 82	187 OCT 82	188 NOV 82	189 DEC 82	190 JAN 83	191 FEB 83	192 MAR 83	193 APR 83
			Death of Elektra		Fights Punisher				Black Widow appears		Death of Stick	Origin of Elektra			
NM Price	$6	$6	$15	$7	$7	$6	$5	$6	$5	$5	$5	$5	$6	$3	$3

Dragon Voice
Vol. 1

Anyone who doesn't really like extremely cute boys will have a hard time connecting to the story of Rin Amani, since he has the burning desire to be the best boy band singer in all the world.

He's just a kid with a foghorn voice scraping by on the streets selling boy band knock-off merchandise until a chance encounter leads him to become a member of the hot group, The Beatmen. Rin isn't just another incredibly pretty face, he's the possessor of the "legendary" Dragon Voice, which can elevate the group's blandly perfect harmonies into something that's actually interesting.

While it's hard to see how pumping out insipid love songs in the assembly line that is the world of Japanese entertainment would be the best environment for learning traditional lessons like the rewards of hard work and putting the needs of the group over your own, naturally, Rin does. We've all seen the characters and situations before, but it's a pretty if predictable story whose overwhelming sincerity makes it appealing in spite of itself.

★★★ **— S.A. Bennett**

TOKYOPOP
WRITER:
HONG SEUK SEO
ARTIST:
HONG SEUK SEO
B/W • 192 Pgs.
$9.99

www.tokyopop.com
ISBN: 1-59532-119-5

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87-91 . . . 875
92 2250
93 . . . . . 930 2413
94-99 . . . 930
100 2200
101-102 1600
103 1850
104 5400

Flash Gordon
KING, 1966
1 . . . . . 50 89
2 30
3-7 24
8 . . . . . 24 35
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12 22
13 18
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19 10
20-23 6
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25-29 4
30 8
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Flash: Our Worlds at War
DC, 2001
1 3

Flintstones
CHARLTON, 1970
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2 22
3-5 14
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Forbidden Tales of Dark Mansion
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6 . . . . . 10 67
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8 . . . . . 10 61
9 10
10 . . . . . 10 20
11 10

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DC, 1989
1 2
2-25 1
Anl 1 2

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1 . . . . . 8 71
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1-6 3

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MARVEL, 1973
1 . . . . . 24 ▽ 136
2 . . . . . 12 56
3 9
4 . . . . . 9 34
5 9
6 . . . . . 7 57
7 7
8 . . . . . 10 65
9 . . . . . 10 73
10 6
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Frankenstein Mobster
IMAGE, 2003
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Fray
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2-8 3

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IMAGE, 1993
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8-18 3

Freak Force
IMAGE, 1997
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DC, 1976
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4-15 3

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2 18
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8 . . . . . 12 44
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10 . . . . . 12 34
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2 340
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Funny Picture Stories
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2 1150
3 775
4-5 650
6-7 485

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3-4 150
5 140
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17-20 80
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22 100
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60-70 20
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MARVEL, 1994
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Fury
MARVEL, 2001
1 4
CGC 9.9 avg 47
2-6 3

Fury of Firestorm
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1 . . . . . 3 34
2-10 2
11-61 1
61/Test cover. 4 42
62-64 1
Anl 1-5 2

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BONGO, 2000
1 . . . . . 3 28
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ETERNITY, 1988
1 . . . . . 2 17

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1 3
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2-4 3

Gambit
MARVEL, 1997
1-4 3

Gambit
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1 3
1/DF vars . . . 4
1/Sketch 6
1/White 4
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5-24 2
25 3
Anl 1999 . . . 5
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MARVEL
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Gambit and Bishop
MARVEL, 2001
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Gambit and Bishop Alpha
MARVEL, 2001
1 2

Gambit and Bishop Genesis
MARVEL, 2001
1 4

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1 565
2 300
3 200
4-5 175
6-8 140
9 . . . . . 140 236
➥Lady Cop
10 140
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12 110
13 . . . . . 110 256
14 150
15-16 85
17 150
18-20 85
21-30 70
31-51 54
52-67 44

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-1 2
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2-24 2
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58-74 2
75 3
Anl 1995 . . . 4
Anl 1996-99 3
Special 1 . . . 4
Ashcan 1 . . . 1
Holiday 1 . . 4

Gen13
IMAGE, 1994
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0.5 2
0.5/Variant . . 5
1 4
1/Glasses vars. 5
1/Fairchild . . . 4
2-5 3
Ashcan 1 . . . 4

Gen13
IMAGE, 1994
-1-0 3
1/3D 5
1/13 variants . 3 31
1/Puzzle . . . 40
2-10 3
11 . . . . . 3 23
11/Variants . . 3
12 3
13 2
13/Collector's . 7
14-24 3
25 4
25/Collector's . 4

RetroView
Elektra: Assassin™

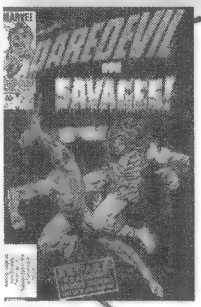
MARVEL COMICS

Reviewed by Scott Semet

Years after her supposed death, Elektra's creator Frank Miller returned to tell a tale of her past. Teaming with the wildly expressionistic painter Bill Sienkiewicz, the two stellar creators pushed the boundaries of mainstream super-hero comics further than they had previously been stretched. Taking the hired killer out on her own, the mini-series revealed how she lost her dark edge and focused on new aspects of S.H.I.E.L.D. outside Nick Fury's purview.

Elektra: Assassin ™ Marvel.

COST TO OWN THE ORIGINALS IN NM: $24



△ #202

DAREDEVIL™
THE MAN WITHOUT FEAR!

Pop Art pops back up

For *Daredevil*'s "Assistant Editor's Month" cover, a portion of the "Marvel Pop Art Productions" logo from the late 1960s reappeared on this issue's cover.

The UPC box for the direct-market edition carried a spoof of the Surgeon General's warning.

image © 1984 Marvel

Wolverine appears ▼ Fights Bullseye ▼ Fights Bullseye ▼ Asst. Editor's Month ▼ 1st Trump ▼

	194	195	196	197	198	199	200	201	202	203
	MAY 83	JUN 83	JUN 83	AUG 83	SEP 83	OCT 83	NOV 83	DEC 83	JAN 84	FEB 84
NM Price	$3	$3	$6	$3	$3	$3	$3	$3	$3	$3

THE BOTTOM LINE

Elektra: Assasin #1 ★★★★

© Marvel

Marvel
Aug 1986 • 32 pp.
Writer: Frank Miller
Pencils: Bill Sienkiewicz
Inks: Bill Sienkiewicz
Cover: Bill Sienkiewicz

"Hell and Back"

Elektra's early life is revealed through flashbacks, as she embarks on a deadly quest.

Even at first glance, the comics audience of the mid-'80s knew this was not an average funnybook. On the surface, this seems to be a rambling, surreal tale of madness and confusion, which Sienkiewicz' art suited to a T. Once the entire series was released and the discerning fan could read it in one sitting, all the pieces fit together. If you're planning on comprehending and enjoying the series as a whole, don't wait too long between chapters.

Best CGC copy: **9.8** **Then $1.50 NOW $3**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
26-49	3	
50	4	
51-77	3	
3D 1	5	
Anl 1	3	
Anl 1999-00	4	
Ghost DARK HORSE, 1994		
1-24	3	
25	4	
26-36	3	
Special 1-3	4	
Ghost DARK HORSE, 1998		
1	4	
2-22	3	
Ghost in the Shell DARK HORSE, 1995		
1	25	18
2	14	
3-4	10	
5-6	8	
7-8	7	
Ghost in the Shell 2: Man/ Machine Interface DARK HORSE, 2003		
1	4	
1/Hologram	10	
2-11	4	
Ghostly Haunts CHARLTON, 1971		
20	6	
21-24	5	
25	5	33
26-30	5	
31-40	4	
41-58	3	
Ghost Rider MARVEL, 1973		
1	125 ▲	540
2	26	125
3	25 △	81
4	25	118
5	25 ▽	88
6	20 ▽	58
7	20	72
8	14	67
9	14	117
10	14 ▲	64
11	12	106
12-16	12	
17	12	39
17/30¢	20	
18	12	48
18/30¢	20	
19	12	
19/30¢	20	
20	9	37
21-30	7	
31-34	6	
35	6	23
36-49	6	
50	4	
51-64	3	
65	3	10
66-67	3	
68	5	
69-80	3	
81	4	
Ghost Rider MARVEL, 1990		
-1	2	
1	4	20
2-6	3	
7-27	2	
28	3	
29-30	2	
31	3	
32-49	2	
50	3	
50/Variant	4	
51-60	2	
61	3	
62-92	2	
93	3	
Anl 1	4	
Anl 2	3	
Ghost Rider/ Wolverine/ Punisher: The Dark Design MARVEL, 1991		
1	6	
Ghosts DC, 1971		
1	73	324
2	25	
3-5	17	
6-10	10	
11-19	8	
20	8	39
21-30	6	
31-39	5	
40	6	
41-47	5	
48	5	10
49-50	5	
51-66	4	
67	4	17
68-70	4	
71-112	3	
Giant-Size Avengers MARVEL, 1974		
1	24	
2	16	
3	18	75
4	18	73
5	10	43
... Captain America MARVEL		
1	14	69
... Captain Marvel MARVEL		
1	10	62
... Chillers MARVEL, 1974		
1	13	88
1st Lilith		
... Chillers MARVEL, 1975		
1	9	
2	6	54
3	6	
... Conan MARVEL, 1974		
1	16	53
2	10	40
3	7	
4	6	15
5	6	
... Creatures MARVEL, 1974		
1	10	88
... Daredevil MARVEL, 1975		
1	8	

CBG Trendwatcher

Michael Tierney retailer — Collector's Edition

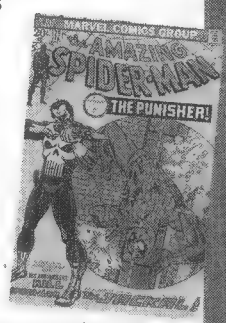
HEATING UP

Green Lantern: Rebirth #1 lived up to lofty expectations... and more! It's hard to go wrong when fan demand is satisfied. The original transformation and death of Hal Jordan, the Silver Age Green Lantern, left a lot of fans dissatisfied with the handling of this classic character. Watch for *Green Lantern: Rebirth* to be hot! As for other DC success stories, ***JLA Classified*** had a very strong debut, and continuing news coverage of ***Identity Crisis*** continues to bring in both new and old customers.

Demand was very strong for **Marvel Comics back issues** in October, which contrasted with sales of its new comics. If you've seen the movie *The Day After Tomorrow*, you'll remember the scenes where a cold front instantly froze everything as it passed. Well... I feel that's what happened to my new Marvel Comics racks. While DC and independent publishers sold near or better than expectations, Marvel's sales went into the deep freeze. I haven't seen plummeting sales of this magnitude since the crash of the '90s or the Black-and-White Bust of the '80s. Some Marvels sold as little as 5% of their initial orders!

LOOK AGAIN

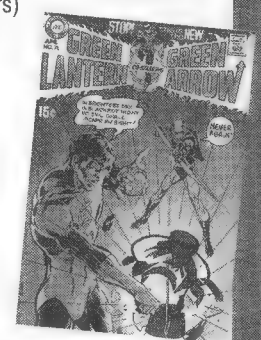
For the third year in a row, my North Little Store once again worked in cooperation with other businesses in the Historic Park Hill area to put on Halloween on the Hill, where children from surrounding schools were invited to trick-or-treat at our stores. Each year the attendance has grown, and this year the number of kids seemed as if it might have been thousands. We gave away extra comics from Free Comic Book Days past, and they were a huge hit!



KEY SALES

All comics unslabbed:

Amazing Spider-Man #129 (1st Punisher) in VG+ $55
Amazing Spider-Man #300 (1st full Venom) in NM $75
Batman #159 in VG $15
Batman #198 (80 pg. Giant) in F $26
Brave and Bold #38 (early Suicide Squad) in FN+ $50
Conan the Barbarian #2 in NM $70
Detective Comics #163 in VF $160
Detective Comics #387 (reprints DC #27, Batman's origin) in VG $14.50
Doctor Strange #169 (1st issue) in VG+ $22
Fantastic Four #81 in VF+ $20
Four-Color #904 (Sleeping Beauty's Fairy Godmothers) in G $18
G.I. Joe (Marvel) #2 in NM $18
Green Lantern #76 (Green Arrow/Neal Adams art begins) in G+ $32
Homer the Happy Ghost #1 in VG $22
Incredible Hulk #102 (first issue) in VG $40
Peter the Little Pest #1 in VG $22
Silver Surfer (1st series) #4 in G+ $35
Strange Tales Annual #2 in VG $59
Superboy #138 (80-page Giant) in VG $25
Witchblade #1 in NM $30
X-Men #66 in VF+ $29



Michael Tierney *runs* ***Collector's Edition*** *in North Little Rock and* ***The Comic Book Store*** *in Little Rock, Ark. Write to him at* ***cbsrock@swbell.net*** *or call* ***(501) 791-4222.***

Flash - Giant

$

Kingpin appears — Fights Hydra — Harlan Ellison story — Kingpin appears — Two-Gun Kid appears — Daredevil as Jester

	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218
	MAR 84	APR 84	MAY 84	JUN 84	JUL 84	AUG 84	SEP 84	OCT 84	NOV 84	DEC 84	JAN 85	FEB 85	MAR 85	APR 85	MAY 85
NM Price	$3	$4	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3

Dream Gold
Vol. 1

In a steampunk world, Kurorat and Katana race against the clock to qualify as the last of the 250 "Knights" of Dark City. Using a bit of mind and magic, they find the last "treasure key" to ensure their induction to this secret society, and the mob and the dreaded pirates known as The Sky Tigers try to steal their trophy away from them.

ADV MANGA
WRITER:
TATSUROU NAKANISHI
ARTIST:
TATSUROU NAKANISHI
B/W • 192 Pgs.
$9.99

But sometimes you have to watch what you wish for. Now, all these Knights must eliminate each other to rise in rank and power and find the most valuable booty. Dream Gold holds the dreams of the people themselves. To succeed, will Kurorat break his vow not to take another's life, even though his rating suffers and everyone is gunning for him?

Treasure hunts should be fun, but not when you have to knock off your competition. So Nakanishi fashions a game where the participants aim high-tech firepower but still shoot like Keystone Cops. The warmed-over premise provides hubbub but insufficient enlightenment to make the prize worth caring for yet.

★★ **— Oliver Chin**

www.advmanga.com
ISBN: 1-4139-0205-7

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Giant-Size Defenders MARVEL, 1974		
1	7	75
2	5	
3	5	48
4-5	4	
... Doc Savage MARVEL, 1975		
1	6	37
... Doctor Strange MARVEL, 1975		
1	6 △	49
... Dracula MARVEL, 1974		
2	10	
3	8	
4	8	49
5	8	62
... Fantastic Four MARVEL, 1974		
1	15	
2	8	45
3	7	
4	8	
5	6	36
6	6	32
... Hulk MARVEL, 1975		
1	6	83
... Invaders MARVEL, 1975		
1	5	58
... Iron Man MARVEL, 1975		
1	8	62
... Kid Colt MARVEL, 1975		
1	16	
2	12	142
3	12	76
... Man-Thing MARVEL, 1974		
1	8	57
2-3	6	
4	10	37
5	8	45
... Marvel Triple Action MARVEL, 1975		
1	5	
2	4	45
... Master of Kung Fu MARVEL, 1974		
1	8	
2	5	
3-4	4	
... Power Man MARVEL, 1975		
1	4	64

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
... Spider-Man MARVEL, 1974		
1	36	147
2	12	48
3	12	48
4	38	159
➥Punisher app.		
5	12	50
6	12 △	63
... Super-Heroes MARVEL, 1974		
1	16	82
... Super-Stars MARVEL, 1974		
1	5	72
CGC 9.9 avg		924
... Super-Villain Team-Up MARVEL, 1975		
1	7	64
2	6	30
... Thor MARVEL, 1975		
1	20	78
... Werewolf By Night MARVEL, 1974		
2	6	
3-4	5	
5	5	46
... X-Men MARVEL, 1975		
1	800	1494
➥1st new X-Men		
2	80	118
G.I. Combat DC, 1957		
44	350	
45	225	
46	115	
47-50	100	
51-60	85	
61-66	70	
67	110	
➥1st Tank Killer		
68-86	70	
87	260	
➥1st Haunted Tank		
88-100	55	
101-110	45	
111-113	38	
114	75	
➥Haunted Tank origin		
115-120	28	
121-140	22	
141-145	8	
146-150	10	
151-160	8	
161-180	7	
181-195	5	
196	5	19
197-200	5	
201-228	4	
229	4	30
230-250	4	
251-257	3	
258	3	15
259-288	3	
G.I. Joe DARK HORSE, 1995		
1-4	2	
G.I. Joe DARK HORSE, 1996		
1-4	3	
G.I. Joe IMAGE, 2001		
1	3	15
CGC 9.9 avg		72

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
2	3	7
3	3	10
4	4	
5	3	6
6-25	3	
G.I. Joe DEVIL'S DUE, 2004		
26-35	3	
35/Variant	4	
36	3	
G.I. Joe: Frontline IMAGE, 2002		
1	3	
1/Platinum	5	11
2-18	3	
G.I. Joe: Master & Apprentice DEVIL'S DUE, 2004		
1-4	3	
G.I. Joe Order of Battle MARVEL, 1986		
1	1	18
2-4	1	
G.I. Joe, Real American Hero MARVEL, 1982		
1	10 ▽	37
2	4	22
3	4	18
4	4	18
5	4	25
6-8	4	
9	4	25
10	6	23
11	4	17
12-13	4	
14	5	18
CGC 9.9 avg		128
15-18	4	
19	6	30
20	4	22
21	15 ▽	92
➥Silent issue		
22-25	4	
26	4	27
27	4	16
28-33	4	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
34	4	9
35-45	4	
46	4	10
47-52	4	
53	4	20
54	4	
55	4	13
56	5	7
CGC 9.9 avg		47
57	3	
58	4	
CGC 9.9 avg		29
59-74	3	
75	3	11
76-94	3	
95	3	19
96-150	3	
151	3	19
152	7	31
153	7	29
154	7	
155	16	62
➥Low circulation		
YB 1	3	
YB 2-YB 4	2	
SP 1	20	113
G.I. Joe: Reloaded DEVIL'S DUE, 2004		
1	5	
2-8	3	
G.I. Joe/ Transformers IMAGE, 2003		
1-6	3	
Give Me Liberty DARK HORSE, 1990		
1-4	5	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
G.I. War Tales DC, 1973		
1	12	
2	7	
3-4	6	
Glory IMAGE, 1995		
0-11	3	
12	4	
12/Variant	5	
13-23	3	
Godzilla MARVEL, 1977		
1	12	23
1/35¢	15	23
2	6	
2/35¢	15	
3	5	
3/35¢	15	
4-5	5	
6-10	4	
11	3	10
12-24	3	
Golden Age DC, 1993		
1-4	6	
Gorgo CHARLTON, 1961		
1	110	
2	65	
3	48	
4-5	36	
6-10	32	
11-13	24	
14	24	56
15-16	24	
17-18	16	

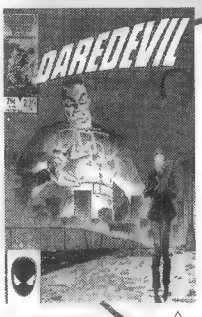
Arrows track **ACTUAL ONLINE SALES** of **slabbed CGC 9.4 (NM) copies** of each issue.

▲ A black up arrow indicates the average price paid has gone **up THREE months in a row**

▲ A gray up arrow indicates the average price paid has gone **up TWO months in a row**

△ An open up arrow indicates the average price paid has gone **up since last month**

▽ An open down arrow indicates the average price paid has gone **down since last month**



△ #239

DAREDEVIL™
THE MAN WITHOUT FEAR!

Art by Art

In the mid- to late-1980s, an Art Adams cover could easily increase an issue's sales, although this issue's cover isn't one of Adams' best and, in fact, is kind of creepy.

image © 1987 Marvel

RETROVIEW
Elektra: Assassin #2 ★★★

Marvel
Sep 1986 • 32 pp.
Writer: Frank Miller
Pencils: Bill Sienkiewicz
Inks: Bill Sienkiewicz
Cover: Bill Sienkiewicz

Best CGC copy: 9.8 **Then $1.50 NOW $3**

"The Ugly Man"

The psychopathic S.H.I.E.L.D. agent Perry is introduced, as Elektra falls deeper into madness.

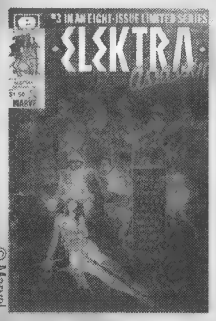
You'd think a maniacal assassin like Elektra would attract attention, and, this issue, she does. The super-espionage agency S.H.I.E.L.D. has her in their sights, with predictably disastrous results for the female ninja.

Certain characters should be presented as silent, ominous types. Too much dialogue tends to damage their mystique, and Elektra is a perfect example. For the most part, Elektra's dialogue is internal, as she narrates her actions throughout the course of the story.

© Marvel

	219	220	221	222	223	224	225	226	227	228
				Black Widow appears	Secret Wars II	Fights Sunturion	Fights Vulture		Miller "Born Again" begins; Kingpin learns DD's ID	
NM Price	JUN 85 $3	JUL 85 $3	AUG 85 $3	SEP 85 $3	OCT 85 $3	NOV 85 $3	DEC 85 $3	JAN 86 $3	FEB 86 $4	MAR 86 $3

Elektra: Assassin #3 ★★★



© Marvel

Marvel
Oct 1986 • 32 pp.
Writer: Frank Miller
Pencils: Bill Sienkiewicz
Inks: Bill Sienkiewicz
Cover: Bill Sienkiewicz

"Rough Cut"

S.H.I.E.L.D. holds Elektra prisoner, but she escapes with intentions of a major assassination.

The issue begins with the title character held under extreme scrutiny at a S.H.I.E.L.D. location. As she's evaluated, brain-scanned, and basically dissected by the officers, Agent Garrett undergoes a transformation of his own. Ken Wind, the presidential candidate who will have a demonic presence in issues to come, is introduced.

Sienkiewicz tries experimental layouts, especially the 4x6-panel structure he employs throughout.

Best CGC copy: 9.9 **Then $1.50 NOW $3**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
19	16	57
20-23	16	
Gotham Central DC, 2003		
1-25	3	
Gray Area IMAGE, 2004		
1	6	
CGC 9.9 avg		25
Great Comics GREAT COMICS, 1941		
1	500	415
2	285	
3	660	
Green Arrow DC, 1988		
0	3	
1	4	14
2	2	7
3-20	2	
21	3	
22-49	2	
50	3	
51-74	2	
75	3	
76-95	2	
96-99	3	
100	7	
101	18	39
➥Death of O. Queen		
102-124	2	
125	4	
126-136	3	
137	4	14
1000000	3	
Anl 1	4	
Anl 2-5	3	
Anl 6-7	4	
Green Arrow DC, 1983		
1-2	3	
3-4	2	
Green Arrow DC, 2001		
1-2	6	
3-42	3	
43	7	
44	4	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Green Arrow: Longbow Hunters DC, 1987		
1	4	
2-3	3	
Green Arrow: Wonder Year DC, 1993		
1-4	2	
Green Goblin MARVEL, 1995		
1	3	11
2	2	7
3-13	2	
Green Lantern DC, 1941		
1	28500	
➥Grn Lantern origin		
2	6300	
3	4450	
4	3400	
5	2325	
6-7	1800	
8-10	1525	
11-20	1220	
21-30	1075	
31-34	915	
35-38	1140	
Green Lantern DC, 1960		
1	2900	
➥1st Guardians		
2	775	
3	475	
4-5	350	
6	300	
7-10	250	
11-12	180	
13	185	
14	150	
15-16	145	
17	135	555
18-20	135	
21-24	120	
25	120	623
26	120	
27	120	486
28	120	387
29	120	
30	100	463

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
31-33	70	
34	70	258
35	70 ▽	279
36	70	
37	70	252
38	70 ▽	305
39	70	221
40	320	1262
➥GA Lantern app.		
41	50 ▽	253
42-50	50	
51	40	173
52	40	286
53	40	
54	40	209
55	40	
56	40	145
57	40	146
58	40 ▽	203
59	110 △	455
➥1st Guy Gardner		
60-62	40	
63	40	130
64	40	155
65	40 ▽	222
66	40 △	128
67-70	40	
71-72	24	
73	24	240
74-75	24	
76	200	2009
➥Green Arrow starts		
77	75 ▽	231
78	75	
79	58	
80	58 ▽	175
81	45 ▽	204
82	45	193
83	45 △	165
84	45	206
85	45	189
86	60 ▽	212
➥Drug issue		
87	50	205
88	20	98
89	30	165
90	10	31
91-92	10	
93-96	9	
97	9 ▽	29
98-99	9	
100	10	
101	9	
102-111	4	
112	8	
113-115	3	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
116	8	28
117-121	3	
122	4	
123	6	
124-130	3	
131-135	2	
136-139	3	
140	2	
141-144	3	
145-149	2	
150	5	18
CGC 9.9 avg		64
151-193	2	
194	3	
195	4	15
196-205	2	
Special 1-2	3	
Green Lantern DC, 1990		
0	4	
1	7	24
2	3	
3-26	2	
27-45	1	
46	4	15
47	2	
48-49	5	
50	5	19
51	3	
52-80	2	
81	3	
81/Variant	4	
82-99	2	
100/Rayner cvr	3	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
100/Jordan cvr	3	
101-149	2	
150	4	
151-175	2	
175	3	
CGC 9.9 avg		26
176	8	
177	4	
178-181	2	
1000000	3	
Anl1-3	3	
Anl 4	4	
Anl 5	3	
Anl 6	4	
Anl 7-8	3	
Anl 9	4	
GS 1-2	5	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
GS 3	6	
3D 1	5	
3D 1/Ltd	17	
Green Lantern Corps DC, 1985		
205-224	2	
Anl 1	3	
Anl 2-Anl 3	2	
Green Lantern: Emerald Dawn DC, 1989		
1-6	2	

Giant - Green $

CBG Trendwatcher

Steve Mortensen Owner — **Colossus Comics**

HEATING UP

New comics showing increased interest include the **Jim Lee** ***Superman*** series, ***Green Lantern Rebirth***, and ***Army of Darkness Ashes 2 Ashes*** #1. Back issues drawing attention include ***Loki*** #1, ***Nyx*** #3, ***Wanted*** (all issues), and ***Astonishing X-Men*** (all issues, but particularly the **variants**).

LOOK AGAIN

I think *Nyx* #3 is still a good deal at its high valuation. X-23 is the most exciting new character Marvel has produced perhaps since Wolverine. Bronze Age *Conan* issues are still relatively cheap compared to some Bronze Age titles. All issues are hot and sell well in CGC 9.8. In fact, most **Bronze Age** titles by Marvel/DC are increasing in value. **Horror books** in particular are selling well.

KEY SALES

(All prices slabbed)

Star Wars #107 (last Marvel issue) CGC 9.6 $232.50

Demon (1st series) #10 featuring Jack Kirby story and art CGC 9.6 $56.55

Tomb of Dracula #48 (Blade appearance) CGC 9.6 $68

Gray Area #1 (signed by John Romita) CGC 9.8 $29.95

Conan the Barbarian #48 (Red Sonja appearance) CGC 9.6 $54

Army of Darkness Ashes 2 Ashes #1 CGC 9.8 $39.95

Nyx #1 CGC 9.8 $59.95

Loki #1 CGC 9.8 $44.95

Tomb of Dracula #12 (second Blade) CGC 9.6 $158.05

All-American Comics #56 (Green Lantern) CGC 5.5 $225.50

Punisher #1 CGC 9.6 (2nd series, 1987) $32

Demon (1st series) #3 CGC 9.6 $74.95

Nyx #3 CGC 9.8 (1st Tatiana X-23 — hot!) $194.50

Transformers Micromasters #1 (cover A) CGC 10.0 $124.95

Adventures Comics #433 (Spectre appearance) CGC 9.6 $99.95

All-American Comics #43 (Green Lantern appearance) CGC 7.5 $473.11

All-American Comics #36 (Green Lantern appearance) CGC 3.0 $150

If the Devil Would Talk (1958) CGC 9.0 $202.50

Nyx #4 CGC 9.8 (hot!) $59.95

X-Men #27 (1st series) CGC 9.2 $203.50

Ultimate Fantastic Four ##3 CGC 10.0 $293

Amazing Spider-Man #300 CGC 9.6 $200

Superman #204 (1st Jim Lee) CGC 9.9 $76.06

X-Men #1 (1st series) CGC 2.5 $565

Steve Mortensen *runs* ***Colossus Comics*** *in Santa Clara, Calif. Contact him at* ***steve@colossuscomics.com****, or at his web site:* ***www.colossuscomics.com****.*

1st Sister Maggie — Fights Nuke; last Miller "Born Again" — Fights Mr. Hyde — Fights Klaw — Fights Sabretooth — Art Adams cover

	229	230	231	232	233	234	235	236	237	238	239	240	241	242	243
	APR 86	MAY 86	JUN 86	JUL 86	AUG 86	SEP 86	OCT 86	NOV 86	DEC 86	JAN 87	FEB 87	MAR 87	APR 87	MAY 87	JUN 87
NM Price	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3

Ex Machina
#1-2

The writer behind *Y: The Last Man* takes on a New York mayor who once was the world's lone super-hero. The debut issue tells readers that, as The Great Machine, Mitchell Hundred saved World Trade Center Tower Two on Sept. 11. Fans of what-if fiction will go for this series.

DC/WILDSTORM
WRITER:
BRIAN VAUGHAN
ARTISTS:
TONY HARRIS, TOM FEISTER
COLOR • 44 PGS. (#1), 36 PGS. (#2)
$2.95@

Hundred gets his name — and the series, consequently, its title — from his ability to control any form of machinery by voice command ("deus ex machina" = "god from the machine"). Pretty handy, though he didn't have always have this ability. (Curious? Read the series.)

The first issue seems too calculated and boring, despite the interesting story. Readers may feel disappointed after reading it and rereading it. However, the second issue picks up and takes off: an excellent piece of work. This could be one stellar series, and the art team seems up to the task.

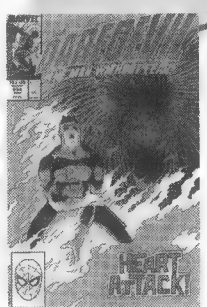
As with *Y*, Vaughan has a knack for bringing out the Everyman in his protagonist, and the reader can't help but empathize.

★★★ — **Ray Sidman**

www.dccomics.com

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Green Lantern: Emerald Dawn II		
DC, 1991		
1	2	
2-6	1	
Green Lantern: Our Worlds At War		
DC, 2001		
1	3	
Green Lantern: Rebirth		
DC, 2005		
1	8	
Gregory		
DC, 2004		
1	8	
2	5	
3	8	
3/Gold	9	
4	5	
Grendel		
COMICO, 1983		
1	45	70
2	35	74
3	26	81
Grendel		
COMICO, 1986		
1	5	
2-5	4	
6-15	3	
16	4	
17-32	3	
33	4	
34-39	3	
40	4	
Greyshirt: Indigo Sunset		
DC, 2001		
1-6	4	
Grifter		
IMAGE, 1995		
1	3	
1/Direct ed.	3	
2-10	2	
Griffin		
IMAGE, 1996		
1-14	3	
Grim Ghost		
ATLAS-SEABOARD, 1975		
1	3	40
2-3	2	
Groo		
IMAGE, 1994		
1	4	
CGC 9.9 avg		52
1-3	3	
4-12	2	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Groo The Wanderer		
PACIFIC, 1982		
1	7 ▽	24
CGC 9.9 avg		68
2	5	
3-4	4	
CGC 9.9 avg		35
5-8	3	
Guardians		
MARVEL, 2004		
1-5	3	
Guardians of the Galaxy		
MARVEL, 1990		
1-24	2	
25-25/Variant	3	
26-29	2	
30-35	1	
35/Variant	3	
36-38	1	
39	3	
40-47	1	
48-50	2	
50/Variant	3	
51-61	2	
62	3	
Anl 1-4	3	
Gunhawks		
MARVEL, 1972		
1	25	180
2	15	
3-7	8	
Gunsmith Cats		
DARK HORSE, 1995		
1-10	3	
Gunsmoke		
DELL, 1957		
6-10	35	
11-16	25	
17	25	151
18-20	25	
21-27	22	
Gun Theory		
MARVEL, 2003		
1-2	3	
Guy Gardner Reborn		
DC, 1992		
1-3	5	
Guy Gardner: Warrior		
DC, 1994		
0-24	2	
25	3	
26-29	2	
29/Variant	3	
30-44	2	
Anl 1	4	
Anl 2	3	
Halloween		
CHAOS, 2000		
1	3	13
Hammerlocke		
DC, 1992		
1-9	2	
Hanna-Barbera Super TV Heroes		
GOLD KEY, 1968		
1	58	
↳Herculoids		
2	36	76
↳Birdman		
3	36	
4-5	30	
6-7	35	



△ #254

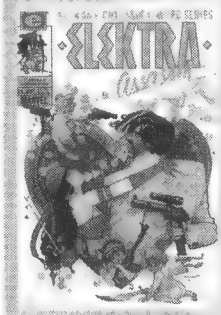
DAREDEVIL ™
THE MAN WITHOUT FEAR!

Catching a case of Typhoid

The design of Daredevil foe Typhoid Mary, introduced in *Daredevil* #254, owes something to artist John Romita Jr.'s wife. During his *Comic Book Greats* video interview with Stan Lee, Romita mentioned that his wife's outfit and hair-do inspired the character's look.

Image © 1988 Marvel

RETROVIEW
Elektra: Assassin #4 ★★★



"Young Love"

Hints that Ken Wind may be more than a mere human are dropped, as chaos erupts in Elektra's world.

One of the great aspects of this series is that it treats S.H.I.E.L.D. as an organization — not merely the backdrop for Nick Fury's latest adventure. He's barely in the series at all, in fact, but does make an obligatory appearance this issue.

Readers may get a sense of déjà vu from this issue, as Garrett has a conversation with the ghost of Perry, who haunts him from the passenger seat of a runaway vehicle. Miller fans will see a similar scene 10 years later — in *Sin City: The Big Fat Kill*.

Marvel
Nov 1986 • 32 pp.
Writer: Frank Miller
Pencils: Bill Sienkiewicz
Inks: Bill Sienkiewicz
Cover: Bill Sienkiewicz

© Marvel

Best CGC copy 9.8 — **Then $1.50 NOW $3**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Happy Days		
GOLD KEY, 1979		
1	15	69
2-3	8	
4	8	39
5-6	8	
Harbinger		
VALIANT, 1992		
0	4	
0/Pink	7	
1	15 ▽	43
2	6	
3-5	4	
6-24	3	
25	4	
26-41	3	
H.A.R.D. Corps		
VALIANT, 1992		
1	4	
1/Gold	7	
2-4	3	
5-30	2	
Hardy Boys		
GOLD KEY, 1970		
1	28	
2	18	
3	18	38
4	18	29
Harley Quinn		
DC, 2000		
1	4	
CGC 9.9 avg		69
2-10	3	
11	2	
12	3	
13-22	2	
23-38	3	
Harley Quinn: Our Worlds At War		
DC, 2001		
1	3	
Harvey		
MARVEL, 1970		
1	20	180
2	12	
3	8	
4-6	6	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Hate		
FANTAGRAPHICS, 1990		
1	8	
2	5	
3-6	4	
7-30	3	
Haunted		
CHARLTON, 1971		
1	12	
2-3	6	
4-6	5	
7-10	4	
11-72	3	
73	3	20
74-75	3	
Haunt of Fear		
E.C., 1950		
1	2250	
2-3	900	
4	675	
5	485	
6-9	375	
10	340	
11-13	250	
14	325	
15	240	
16	240	1052
17	240	
18	260	
19	300	
20	225	
21-28	190	
Havok & Wolverine: Meltdown		
MARVEL, 1989		
1-4	4	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Hawk & the Dove		
DC, 1968		
1	30	
2	20	121
3	18	
4	18	129
5	18	212
6	18	88
Hawk and Dove		
DC, 1988		
1-2	3	
3-5	2	
Hawk and Dove		
DC, 1989		
1	2	
2-24	1	
25	2	
26-27	1	
28	2	
Anl 1	3	
Anl 2	2	
Hawk and Dove		
DC, 1997		
1-5	3	
Hawkeye		
MARVEL, 1983		
1	3	
2-4	2	
Hawkeye		
MARVEL, 1994		
1-4	2	
Hawkeye		
MARVEL, 2003		
1-8	3	

The shaded column indicates **AVERAGE ACTUAL ONLINE AUCTION prices paid** for **slabbed CGC 9.4 (NM) copies** of each issue.

Only those comics that have sold in 9.4 (NM) **more than once** are included in our list. For items that have been sold online many times, we only average the **25 most recent** closed auctions.

We've tracked more than 250,000 online auctions for CGC comics since June 2000. If we don't list a market price, there simply isn't one yet.

	Black Panther appears	Fights Chance	Wolverine appears	John Romita Jr. art	"Fall of the Mutants" tie-in					
	244	245	246	247	248	249	250	251	252	253
	JUL 87	AUG 87	SEP 87	OCT 87	NOV 87	DEC 87	JAN 88	FEB 88	MAR 88	APR 88
NM Price	$3	$3	$3	$3	$4	$4	$3	$4	$3	$3

Elektra: Assassin #5 ★★★

© Marvel

Marvel
Dec 1986 • 32 pp.
Writer: Frank Miller
Pencils: Bill Sienkiewicz
Inks: Bill Sienkiewicz
Cover: Bill Sienkiewicz

"Chastity"

After a gruesome underwater battle, Elektra's body is once again apprehended — but is her mind?

In a move taken from the same bag of tricks as Doctor Doom's black sorcery, Elektra uses "ninja magic" to switch her mind into someone else's body. This time, it's S.H.I.E.L.D. agent Chastity, who is introduced this issue.

In addition to taking over Chastity's body to plan her own escape, Elektra has fully enraptured agent Garrett, now her unwitting slave. Things are beginning to gain momentum toward the eventual climax, despite the fact that Elektra barely survives from issue to issue.

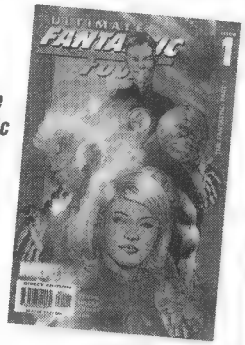
Best CGC copy: 9.8 **Then $1.50 NOW $3**

CBG Trendwatcher

William Insignares owner — **Demolition Comics**

HEATING UP

Marvel and DC dominated our new comics sales for October. Our modern back-issue sales consisted mostly of **Bronze Age Marvel** comics and ***Ultimate Spider-Man, Ultimate Fantastic Four***, and ***Fantastic Four*** early issues. With the recent release of publicity photos for the upcoming *Fantastic Four* movie, our *Fantastic Four* back-issue sales have at least tripled (despite the lukewarm feedback on the movie's cast).

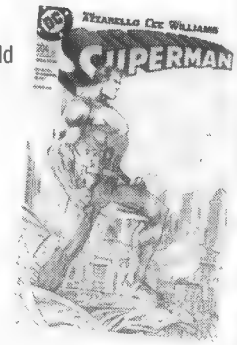


KEY SALES

Our top 3 **new comics** sold in quantity in October:
1. *Green Lantern Rebirth* #1
2. *Identity Crisis* #1 (2nd)
3. *Identity Crisis* #5

Our top 3 **back issues** sold in quantity in October:
1. *Ultimate Fantastic Four* #1
2. *Identity Crisis* #1
3. *Avengers* #500

Our top 3 **certified** comics sold in quantity in October:
1. *Identity Crisis* #1 CGC 9.8 $40.00
2. *Astonishing X-Men* #1 CGC 9.8 $40.00
3. *Superman* #204 CGC 9.8 $40.00



Our top 3 **highest dollar value certified** comics sold in October:
1. *Superman* #204 sketch (Baltimore convention exclusive) CGC 9.8 $1,400
2. *Ultimate Spider-Man* #2 (car cover) CGC 9.8 $245
3. *Nyx* #3 CGC 9.8 $200

Our top 3 comic titles **decreasing in readership** in quantity for October:
1. *New X-Men (Academy X)*
2. *Alpha Flight*
3. *H.E.R.O.*

Our top 3 comic titles **rising in readership** in quantity for October:
1. *Green Lantern*
2. *Wolverine*
3. *Flash*

Our top 3 **most requested variant** comics in October:
1. *Superman* #204 sketch (Baltimore convention exclusive)
2. *Wolverine* #20 retailer incentive
3. *Ultimate Spider-Man* #1 (white cover)

William Insignares *runs* ***DemolitionComics.com*** *in Tampa, Fla., which he bills as "the world's first multi-lingual international comics super store." He can be contacted at* ***(813) 832-2692.***

Green - Hercules $

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Hawkman DC, 1964		
1	350	1687
2	140	
3	85	264
4	140	
➥1st Zatanna		
5	85	238
6	65	257
7-10	65	
11-12	50	
13	50	122
14-15	50	
16-19	36	
20-27	32	
Hawkman DC, 1986		
1	3	
2-17	2	
Special 1	3	
Hawkman DC, 1993		
0-1	3	
2-33	2	
Anl 1-2	4	
Hawkman DC, 2002		
1	3	11
2	3	9
3-33	3	
Hawkworld DC, 1989		
1-3	4	
Hawkworld DC, 1990		
1	3	
2-32	2	
Anl 1-3	3	
Heavy Metal METAL MAMMOTH, 1977		
1	14	
2-3	9	
4-11	7	
12-22	5	
23-193	4	
194	5	
Hee Haw CHARLTON, 1970		
1	13	
2	8	
3-7	6	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Hellblazer DC, 1988		
1	7	32
2	5	
3-13	4	
14-26	3	
27	9	
➥Gaiman story		
28-39	3	
40	4	
41	6	
➥1st Ennis story		
42-46	4	
47-49	3	
50	4	
51-74	3	
75	4	
76-199	3	
200	5	
201	3	
Anl 1	6	
Special 1	5	
Hellblazer Special: Bad Blood DC, 2000		
1-4	3	
Hellblazer Special: Lady Constantine DC, 2003		
1-4	3	
Hellblazer/ The Books of Magic DC, 1997		
1-2	4	
Hellboy: Almost Colossus DARK HORSE, 1997		
1-2	3	
Hellboy: Box Full of Evil DARK HORSE, 1999		
1-2	3	
Hellboy Christmas Special DARK HORSE, 1997		
1	4	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Hellboy: Conqueror Worm DARK HORSE, 2001		
1-4	3	
Hellboy Corpse and The Iron Shoes DARK HORSE		
1	4	
Hellboy Jr. Halloween Special DARK HORSE, 1997		
1	4	
Hellboy: Seed of Destruction DARK HORSE, 1994		
1	6	
2-4	4	
Hellboy: The Third Wish DARK HORSE, 2002		
1-2	3	
Hellboy: The Wolves of Saint August DARK HORSE		
1	5	
Hellboy: Wake the Devil DARK HORSE, 1996		
1-5	4	
Hellboy: Weird Tales DARK HORSE, 2003		
1-8	3	
Hellboy Jr. DARK HORSE, 1999		
1-2	3	
Herbie DARK HORSE, 1992		
1-2	3	
Hercules MARVEL, 1982		
1-4	2	

1st Typhoid Mary — Fights Punisher — Human Torch appears — Inferno crossover — Fights Owl — Inferno

254	255	256	257	258	259	260	261	262	263	264	265	266	267	268
MAY 88	JUN 88	JUL 88	AUG 88	SEP 88	OCT 88	NOV 88	DEC 88	JAN 89	FEB 89	MAR 89	APR 89	MAY 89	JUN 89	JUL 89
NM Price $6	$3	$3	$3	$4	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3

The Fairer Sex Vol. 1

For a minute there, it seemed as though this were going to shape up into a pretty enticing book. A costumed woman shoots up a shopping mall, and it quickly becomes apparent that this is a crime of misandry; one committed based on a hatred of men. It later becomes apparent that female witnesses might know more than they let on.

CANDLE LIGHT

WRITERS:
JOHN THOMAS, JEREMY SMITH

ARTISTS:
JOHN THOMAS, JEREMY SMITH

B/W • 136 Pgs.
$13.95

But a plethora of indecipherable scenes, erratic pacing, and excessive dialogue that ranges from stilted to downright stupid doom this premise even as it's being laid out.

These lengthy diatribes give way to labored and drawn-out action sequences that are peppered with implausibilities and jarring transitions.

What exactly is contained within certain panels remains a mystery. Oh yeah, and things aren't made any clearer by poor word balloon placement, either.

Thomas and Smith had enough talent to come up with the idea, but not for its execution. This jumbled, convoluted mess isn't worth a fraction of its cover price.

★ **— Jim Johnson**

www.candlelightpress.com

ISBN 0-9743147-5-7

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Hercules MARVEL, 1984		
1	2	
2-4	1	
Hercules Unbound DC, 1975		
1	6	45
2-3	4	
4-12	3	
H-E-R-O DC, 2003		
1	3	12
2-21	3	
Heroes Reborn MARVEL, 1996		
0.5	3	
Hero for Hire MARVEL, 1972		
1	90 ▽	449
2	25	48
3	14	
4-6	12	
7-9	9	
10	8	31
11-12	9	
13	9	52
14	9	
15	9	23
16	9	
Hex DC, 1985		
1	2	17
2-18	2	
Hip Flask: Elephantmen ACTIVE IMAGES, 2003		
1/4 vars	4	
Hogan's Heroes DELL, 1966		
1	50	
2	40	
3-5	32	
6-9	26	
Hong Kong Phooey CHARLTON, 1975		
1	25	151
2	15	
3-9	8	
Hopalong Cassidy FAWCETT, 1943		
1	4000	
2	1000	
3	500	
4-7	400	
8-11	300	
12-14	200	
15-23	100	
24	100	191
25-62	100	
63-74	75	
75-85	50	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Hot Stuff Little Devil HARVEY, 1957		
1	150	
2	80	
3-5	60	
6-10	52	
11-20	40	
21-30	28	
31-40	16	
41-44	12	
45	12	100
46-50	12	
51-70	10	
71-100	6	
101-120	4	
121-140	3	
141-177	2	
Hot Wheels DC, 1970		
1	45	
2	30	
3-5	24	
6	30	
Hourman DC, 1999		
1-25	3	
House of Mystery DC, 1951		
1	1850	
2	850	
3	600	
4-5	450	
6-10	350	
11-15	300	
16-25	220	
26-35	170	
36-50	140	
51-61	95	
62	70	
63	85	
64	70	
65	85	
66-69	70	
70	85	
71-75	65	
76	85	
77-79	65	
80-83	54	
84-85	85	
86-99	54	
100	65	
101-116	45	
117-119	35	
120	45	
121-130	28	
131-142	22	
143	90	611
➥Manhunter starts		
144	48	
145-155	40	
156	65	
157-159	36	
160	55	229
161-171	32	
172	32	112
173	32	
174	24	
175	38	
176-177	24	
178	32	
179	40	
180-185	18	
186	40	272
187	14	
188	21	
189-190	15	
191	20	
192	15	
193	25	99
194	30	
195	40	160
196	20	
197	20	106
198	20	71
199	20	
200	20	61
201	20	
202	14	60
203	14	
204	20	
205-206	12	
207	30	138
208	12	
209	10	
210	10	44
211-213	10	
214-220	6	
221	12	44
222	6	
223	6	29
224	20	
225-229	15	
230-242	5	
243	5	21
244-250	5	
251-259	4	
260-298	3	
299	3	14
300-321	3	
House of Secrets DC, 1956		
1	1400	
2	550	
3	450	
4	350	
5-7	200	
8	230	
9-12	200	
13-15	125	
16-20	110	
21	85	
22	80	
23	100	
➥1st Mark Merlin		
24-30	80	
31-50	65	
51-60	52	
61	80	
➥1st Eclipso		
62	60	
63-65	50	
66	65	
67	40	
68-79	36	
80-81	45	
82-87	15	
88	40	313
89	15 △	192
90-91	15	
92	550 ▽	1700
➥1st Swamp Thing		
93-94	22	
95	22	96
96-97	22	
98	22	86
99	22	70
100	22	98
101	16	
102	16	67
103	16	
104	16	42
105	16	
106	16	89
107	16	48
108-111	16	
112	16	77
113-122	7	
123	7	34
124-130	7	
131	7	29
132-138	7	
139	7	48
140	7	31
141	7	
142-154	5	
House of Secrets DC, 1996		
1-25	3	
House of Secrets: Facade DC, 2001		
1-2	6	
House of Yang CHARLTON, 1975		
1	15	29
2-6	10	
Howard the Duck MARVEL, 1976		
1	5	44
2	2	22
3	2	14
3/30¢	20	44
4	2	
4/30¢	20	
5-11	2	
12	6	31
13	4	23
13/35¢	15	
14	2	
14/35¢	15	
15	2	
15/35¢	15	
16	2	
16/35¢	15	
17	2	
17/35¢	15	
18-32	2	
33	3	
Ani 1	2	18
Howard the Duck MARVEL, 2002		
1	3	17
2-6	3	
H.R. Pufnstuf GOLD KEY, 1970		
1	45	196
2-3	30	
4-6	26	
7-8	20	
Hulk MARVEL, 1999		
1	4	17
1/Sunburst	5	23
1/Gold	4	73
2-20	3	
21-24	2	
25	3	25

PRICES FOR OTHER UNSLABBED GRADES

Unslabbed (loose) Very Fine/Near Mint is **5/6** (83%) of the Loose NM price above

Very Fine (VF) is **2/3** (67%) of NM

Fine (F) is **1/3** (33%) of NM

Very Good (VG) is **1/5** (20%) of NM

Good (G) is **1/8** (12.5%) of NM

RETROVIEW
Elektra: Assassin #6 ★★★

Marvel
Jan 1987 • 32 pp.
Writer: Frank Miller
Pencils: Bill Sienkiewicz
Inks: Bill Sienkiewicz
Cover: Bill Sienkiewicz

"What We're Fighting For"

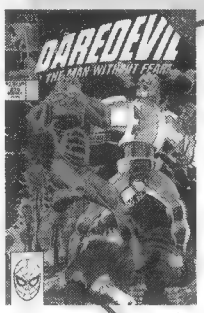
Elektra and Garrett spend quality time together before planning an offensive assault on their target: Presidential candidate Ken Wind.

The good news: Perry's back! At least, his head is. S.H.I.E.L.D. scientists spend the better part of the issue reconstructing him into a homicidal killing machine.

Sienkiewicz' depiction of presidential hopeful Ken Wind consists of an identical shot of his face, layered over in photocopy-styled tones. The alternative to Wind is a thinly disguised (and unflattering) parody of Ronald Reagan, a man with nothing on his mind save "The Button." Satire or truth?

© Marvel

Best CGC copy: **9.8** **Then $1.50 NOW $3**



△ #275

DAREDEVIL™ THE MAN WITHOUT FEAR!

An Inhuman Act of Vengeance

In late 1989, Marvel's editors came up with the concept of having the heroes fight villains they had never faced before. The "Acts of Vengeance" issues of *Daredevil* featured an appearance by The Inhumans, who helped DD battle Ultron.

Image © 1989 Marvel

1st Blackheart — 1st Shotgun II — Acts of Vengeance

	269	270	271	272	273	274	275	276	277	278
	AUG 89	SEP 89	OCT 89	NOV 89	NOV 89	DEC 89	DEC 89	JAN 90	FEB 90	MAR 90
NM Price	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3

THE BOTTOM LINE

Elektra: Assassin #7 ★★★★

© Marvel

Marvel
Feb 1987 • 32 pg.
Writer: Frank Miller
Pencils: Bill Sienkiewicz
Inks: Bill Sienkiewicz
Cover: Bill Sienkiewicz

"Vox Populi"

Things aren't looking good for America, since Ken Wind is a shoe-in for the Presidency. Fortunately, Elektra's armed and ready.

One thing's for sure: You won't find a better cover on any comic book printed in the 1980s. This disturbing recreation of "American Gothic" depicts a crazed agent Perry in front of a burning country home, complete with a blood-soaked pitchfork.

Shocking revelations include Ken Wind's being a demon devoted to initiating a nuclear war on his election. Less critical to the plot, yet equally shocking, is the revelation that Garrett wears a toupee.

Last CGC copy: 9.8 **Then $1.50 NOW $3**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
26-33	2	
34	13	33
➥Bruce Jones starts		
35	6	22
36	5	15
CGC 9.9 avg		146
37	5	14
38	5	12
39	4	13
40	4	10
41	4	
42-44	3	
45	3	12
46	3	
47-49	2	
50	5	12
51	4	14
52	3	
53	3	10
54	3	8
55-63	2	
64	3	9
65-66	2	
67-72	3	
73-74	2	
75-76	4	
Anl 2000	4	
Anl 2001	3	

Hulk and Thing: Hard Knocks
MARVEL
1-3 4

Hulk: Gamma Games
MARVEL, 2004
1-3 3

Hulk Smash
MARVEL, 2001
1 3
2 . . . . . 3 5

Hulk/ Wolverine: 6 Hours
MARVEL, 2003
1-4 3

Human Fly
MARVEL, 1977
1 . . . . . 3 △ 19
1/35¢ . . . . . 15 △ 19
2 2

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
2/35¢	15	
3-19	2	

Human Target
DC, 1999
1-4 3

Human Target
DC, 2003
1-15 3

Human Target Special
DC, 1991
1 2

Human Torch
MARVEL, 1974
1 6
2 4
3-8 3

Hunter: The Age of Magic
DC, 2001
1 4
2-25 3

Huntress
DC, 1989
1 3
2-5 2
6-19 1

Huntress
DC, 1994
1-4 2

Iceman
MARVEL, 1984
1-4 3

Iceman
MARVEL, 2001
1 4
CGC 9.9 avg 59
1-4 3

Icon
DC, 1993
1 2
1/Collectors . . 3
2-24 2
25 3
26 2
27-30 3
31 1
32-42 3

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM

Identity Crisis
DC, 2004
1 10
1/Sketch . . 425
2 6
3 5
4 4
5 5
6 4

Identity Disc
MARVEL, 2004
1-5 3

If the Devil Would Talk
IMPACT, 1958
1 450

I Love New York
LINSNER.COM, 2002
1 . . . . . 10 13

Impact
E.C., 1955
1 120
2 90
3 75
4 . . . . . 75 311
5 . . . . . 75 286

Impulse
DC, 1995
1 . . . . . 4 15
2 4
3-5 3
6-64 2
65-89 3
1000000 . . . 3
Anl 1-2 4

Impulse Plus
DC, 1997
1 3

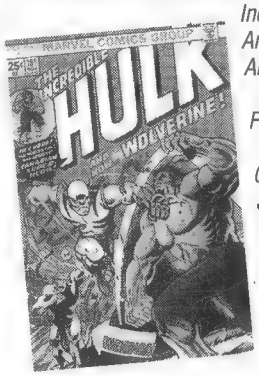
Incredible Hulk
MARVEL, 1962
-1 2
1 9500
➥1st Hulk
2 2100
3 1525
4-5 1400
6 1500
102 . . . . . 175 527
103 . . . . . 75 365

CBG Trendwatcher

Chuck Rozanski owner — **Mile High Comics**

Top Golden and Silver Age sold (all unslabbed):
Incredible Hulk (1st series) #1 in GD $1,400
Tales of Suspense (1st series) #39 in VG $1,260
X-Men (1st series) #2 in F $1,225
Fantastic Four (1st series) #5 in VG $1,029
Detective Comics #128 in F $835
Detective Comics #138 in VG $605
Avengers (1st series) #1 in G $500
Superman (1st series) #53 in G $445.90
Detective Comics #223 in F $370
Detective Comics #94 in F $307.50

Top Modern comics sold (all unslabbed):



Incredible Hulk (1st series) #181 in F $437.50
Amazing Spider-Man (1st series) #129 in VF $320
Amazing Spider-Man (1st series) #122 in NM $281.25
Fathom Swimsuit Special #1 (museum) in NM $238.28
Giant-Size X-Men #1 in G $171.50
Spectacular Spider-Man magazine #2 in NM $150
Wolverine (2003) #20 variant in NM $150
Amazing Spider-Man (1st series) #129 in F $137.20
Uncanny X-Men #95 in VF $130
Uncanny X-Men #94 in GD $127.50

Top CGC-graded comics sold:
Fantastic Four (1st series) #48 in 9.0 $1,750
Incredible Hulk #181 in 9.4 $1,375
X-Men (1st series) #94 in 9.4 $1,375
Fantastic Four (1st series) #48 in 8.0 $1,000
Detective Comics #111 in 8.0 $910
Strange Tales (1st series) #7 in 9.0 $725
Iron Man (1st series) #50 in 9.8 $420
Incredible Hulk #162 in 9.6 $400
Thor #150 in 9.6 $375
Phantom Stranger (1st series) #14 in 9.8 $343

Top-selling comics:
Green Lantern: Rebirth #1
Astonishing X-Men #4
Master of Rampling Gate #1
Superman/Batman #12
Avengers (1997) #501
Donald Duck (Gladstone) #250
Vampi Digital #1
Amazing Spider-Man (1999) #510
Amazing Spider-Man (1999) #509 (Director's Cut)
Wolverine (2003) #20

Chuck Rozanski *is the founder and owner of* ***Mile High Comics*** *in Denver. Contact him at (800) 676-6423 or visit the website at* ***www.milehighcomics.com.***

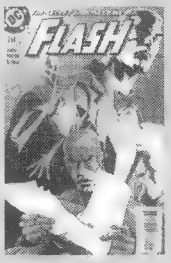
Hercules - Incredible $?

Silver Surfer appears — Capt. America appears — Lee Weeks art — Bullseye appears — Bullseye appears — Punisher appears

279	280	281	282	283	284	285	286	287	288	289	290	291	292	293
APR 90	MAY 90	JUN 90	JUL 90	AUG 90	SEP 90	OCT 90	NOV 90	DEC 90	JAN 91	FEB 91	MAR 91	APR 91	MAY 91	JUN 91
NM Price $3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3

The Flash #214

A tie-in with *Identity Crisis*, this issue gets readers up to speed (so to speak) on the relevant (to Wally West) happenings in the popular maxi-series: most notably, the stabbing of The Flash by Deathstroke and the violent death of Sue Dibny at the hands of an unknown assailant. Since superhero wives are apparently being targeted, Wally agonizes over the safety of his significant other, Linda, who, as regular readers know, recently left him. Added stressors in Wally's life include a potential attempted murder charge and a mysterious note left by his dear, departed uncle.



DC
WRITER:
GEOFF JOHNS
ARTIST:
HOWARD PORTER
COLOR • 32 PGS.
$2.25

The big draw to this issue is the supposed revealing of a dark secret by Barry Allen, a man so wholesome that he makes Superman seem like Lobo in comparison.

Unfortunately, in the grand tradition of serialized comic books, soap operas, and other cliffhanger entertainments, the cover is a bit of a cheat — readers won't know what the note actually says until the next issue, practically forcing them to come back next month. And they will, because this is compelling stuff.

★★★ **— Brett Weiss**

www.dccomics.com

△ #300

DAREDEVIL ™
THE MAN WITHOUT FEAR!

KOing The Kingpin

The Kingpin went from being one of Spider-Man's many enemies to being the bane of Daredevil's existence, until Daredevil turned one of Kingpin's schemes on him in the "Last Rites" story arc, which also featured Typhoid Mary.

image © 1992 Marvel

Incredible Hulk CONTINUED	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
104	60 ▽	271
105	50	268
106	50	188
107	50	171
108	40	140
109	40	137
110	40	182
111	35 △	118
112	35	128
113	35	156
114	35	
115	35	151
116	32	112
117	32	117
118	32	168
119	32	86
120	32	113
121	30	137
122 ➥Thing vs. Hulk	45	178
123	20	83
124	20	114
125	20	96
126	20	83
127	20	64
128	20	86
129	20	66
130	20	80
131	20	119
132	20	101
133	16	83
134	16 △	59
135	16	55
136	16	
137	16	85
138	16	81
139	16	76
140	16	84
141 ➥1st Doc Samson	60 ▽	277
142	16	82
143	16	
144	16	71
145-146	16	
147	16	92
148	14	53
149	14	69
150	14	54
151	14	62
152	14	89
153-154	14	
155	14	53
156	14	64
157-158	14	
159	14	90
160	14	68
161	14	108
162 ➥1st Wendigo	45 ▽	205
163	12	55
164	12	
165	12	54
166	12	58
167	12	50
168	12	
169	12	59
170	12	44
171	12 △	93
172 ➥X-Men app	20	88
173	11 △	52
174	11	41
175	11	55
176	11 ▽	46
177	15	62
178	15	64
179	11	48
180 ➥Wolverine cameo	165	651
181 ➥1st Wolverine story	900	2188
181/Ace	6	16
CGC 9.9 avg		79
182 ➥2nd Wolverine	84 ▽	330
183	8	45
184	8	
185	8	28
186	8	32
187	8	
188	8 ▽	81
189	8	41
190	8	23
191	8 △	50
192	8	33
193	8	41
194	8	25
195	8	
196	8	26
197	8	52
198	8	35
198/30¢	20	
199	8	33
199/30¢	20	
200	16 △	39
200/30¢	30	
201	7	
201/30¢	20	
202	7	39
202/30¢	20	
203	7	28
204-205	7	
206	7	31
207-209	7	
210	7	20
211	7	32
212	7	
212/35¢	15	
213	7	
213/35¢	15	
214	7	27
214/35¢	15	27
215	7	
215/35¢	15	
216	7	
216/35¢	15	
217-218	7	
219-222	5	
223	5	19
224-230	5	
231	5	18
232	5	
233	5	20
234-240	5	
241-248	4	
249	4	15
250	7	27
251-285	3	
286	4	
CGC 9.9 avg		47
287-295	3	
296	4	
CGC 9.9 avg		42
297-299	3	
300	4	
CGC 9.9 avg		126
301-302	3	
303	3	13
304-313	3	
314	3	16
315-319	3	
320-323	2	
324	5	22
325	3	
326	4	
327-328	3	
329	2	
330	5 ▽	19
331	5	22
332-334	5	
335	2	
336-339	3	
340 ➥Wolverine app	18 ▽	42
341	4	14
342-349	2	
350	5	18
351-371	2	
372	3	12
CGC 9.9 avg		58
373-375	2	
376	2	12
377	3	13
378	3	
CGC 9.9 avg		25
379	2	12
380-384	2	
385	4	12
CGC 9.9 avg		27
386	3	
CGC 9.9 avg		26
387-391	2	
392	3	
CGC 9.9 avg		46
393	4	11
394	3	
CGC 9.9 avg		25
395-399	2	
400	3	
401-418	2	
418/Variant	3	
419-425	2	
425/Variant	4	
426-448	2	
449	8	16
450	5	
451-474	2	
Anl 1	100	410
Anl 2	40	
Anl 3	15	108
Anl 4	15	189
Anl 5	9	36
Anl 6	7	31
Anl 7	9	47
Anl 8	5	19
Anl 9	3	
Anl 10	4	15
Anl 11-19	3	
Anl 20	4	
Anl '97-98	3	
Ashcan 1	1	

Incredible Hulk and Wolverine MARVEL, 1986	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
1	7	
CGC 9.9 avg		109

Incredible Hulk: The End MARVEL, 2002		
1	6	

Incredible Hulk vs. Quasimodo MARVEL, 1983		
1	2	8

Incredible Hulk vs. Venom MARVEL, 1994		
1	3	14

Inferior Five DC, 1967		
1	24	
2	16	
3-10	14	
11-12	10	

Infinity Crusade MARVEL, 1993		
1	4	
CGC 9.9 avg		31
2-6	3	

Infinity, Inc. DC, 1984		
1	3	
2-10	2	
11-13	1	
14 ➥McFarlane starts	4	8
15-37	3	
38-45	1	
46	2	
47-49	1	
50	3	
51-52	1	
53	2	
Anl 1-2	3	
Special 1	2	

Inhumans MARVEL, 1975		
1	7	32
2-4	4	
4/30¢	7	
5	4	
6	3	
6/30¢	20	
7-9	3	
10	3	11
11	3	
11/35¢	15	
12	3	
Special 1	3	

Inspector GOLD KEY, 1974		
1	20	
2	10	
3-19	5	

Intimates DC, 2005		
1	3	

Invaders MARVEL, 1975		
1	12 ▽	60
2	7	36
3-4	6	
5	6	19
6	5	
6/30¢	20	
7	5	29

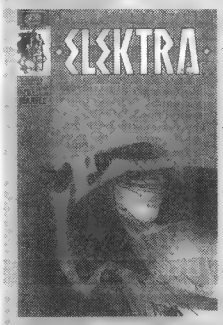
For issues not listed here, check our **STANDARD CATALOG OF COMIC BOOKS**. The largest book about comics ever, it includes prices and details for more than 155,000 comic books.

Or look for our portable version, the **COMIC BOOK CHECKLIST & PRICE GUIDE**.

Krause publishes the ONLY books that list Near Mint prices for comic books!

Get them from your local retailer or order them from www.krausebooks.com!

RETROVIEW
Elektra: Assassin #8 ★★★★



Marvel
Mar 1987 • 32 pp.
Writer: Frank Miller
Pencils: Bill Sienkiewicz
Inks: Bill Sienkiewicz
Cover: Bill Sienkiewicz

Best CGC copy: **9.8**

"Hail to the Chief"

It's an all-out battle, as Elektra confronts Ken Wind in his natural form: an enormous demon.

As the Cold War was coming to a close, folks in the "real world" looked forward to the future of international relations. In Elektra's universe, things were going from bad to worse. It all comes to a crashing conclusion, with Elektra caught in the middle of a battle that will decide the fate of the planet.

Some of the highlights of this ultra-violent issue include massive dismemberments, demonic revelations, and a plethora of other non-PC scenarios that helped make Frank Miller a household name in the '80s.

© Marvel

Then $1.50 NOW $3

	Ghost Rider appears	Last Rites Pt. 1	Last Rites Pt. 2	Last Rites Pt. 3	Last Rites Pt. 4	Fights Owl	Fights Owl	Fights Owl
	294	295	296	297	298	299	300	301	302	303
	JUL 91	AUG 91	SEP 91	OCT 91	NOV 91	DEC 91	JAN 92	FEB 92	MAR 92	APR 92
NM Price	$3	$3	$2	$2	$2	$2	$3	$2	$2	$2

More Elektra

© Marvel

As noted in our other articles this month on Daredevil's deadliest lady friend, Elektra's career began in the pages of *Daredevil* Vol. 1 #168 (Jan 81) and initially ended in *Daredevil* #181 (Apr 82).

Additional adventures can be found in the graphic novel *Elektra Lives Again, Elektra & Wolverine: The Redeemer* #1-3, a trio of solo series from, respectively, 1995, 1996, and 2001, an *Elektra Battlebook, Elektra/Cyblade, Elektra: Glimpse & Echo,* and *Elektra: The Hand.* More of her origin story can be found in 1993-1994's *Daredevil: The Man Without Fear.*

Reprints of Elektra's *Daredevil* adventures can be found in *Elektra Megazine* and *Elektra Saga.*

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
7/30¢	20	
8	5	
8/30¢	20	
9	5	
10-12	4	
13	4	19
14-16	4	
17	4	16
17/35¢	7	
18	4	21
18/35¢	7	
19	4	
19/35¢	7	
20	5	
20/35¢	10	
21	3	
21/35¢	6	
22 △	3	19
23-26	3	
27	3	19
28-29	3	
30	3	21
31-40	3	
41	4	
Anl 1	5	83

Invaders
MARVEL, 2004
2-3 3

Invasion!
DC, 1989
1-3 3

Invisibles
DC, 1994
1 4
2-3 3
4-8 2
9-24 3
25 4

Invisibles
DC, 1997
1-22 3

Invisibles
DC, 1999
12-1 3

Iron Fist
MARVEL, 1975
1 ..... 24 ▲ 146
2 ..... 12 △ 37
3 ..... 10 39
4 ..... 8 ▽ 30
4/30¢ ..... 20 ▽ 30

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
5	8	32
5/30¢	20	32
6	6	41
6/30¢	20	41
7	6	45
8 △	6	48
9	6	50
10	6	41
11	6	44
12	6	47
13	6	38
13/35¢	10	
14 ▽	100	296
➥1st Sabretooth		
14/35¢	525	
15	35	84
➥X-Men app.		
15/35¢	75	

Iron Fist
MARVEL, 1996
1-2 2

Iron Fist
MARVEL, 1998
1-3 3

Iron Fist
MARVEL, 2004
1-6 3

Ironjaw
ATLAS-SEABOARD, 1975
1 ..... 3 16
2 ..... 3 22
3 3
4 ..... 4 35

Iron Man
MARVEL, 2004
1 4

Iron Man & Sub-Mariner
MARVEL, 1968
1 ..... 120 349

Iron Man
MARVEL, 1968
1 ..... 225 ▲ 858
2 ..... 60 ▲ 195
3 ..... 55 167
4 ..... 50 180
5 ..... 50 182
6 ..... 42 142
7 ..... 42 168
8 ..... 40 133

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
9	40	182
10	40	151
11	28	118
12	28	118
13	28	58
14	28	119
15	28	80
16	21	
17	21	96
18	21	75
19 △	21	91
20	21	104
21	15	83
22	15	64
23	15	60
24-25	15	
26 △	15	69
27	15	60
28	15	101
29	15	
30	15	51
31-34	13	
35	13	64
36	13	62
37	13	64
38-39	13	
40	13	51
41-42	10	
43	20	144
➥1st Guardsman		
44	10	
45	10	59
46	10	64
47	20	96
48-49	10	
50 △	10	44
51	14	55
52	8	
53	8	61
54	16	
55 △	90	436
➥1st Thanos		
56	15	53
57-59	8	
60	8	70
61	8	
62	8	71
63-65	8	
66	8	67
67	8	28
68-70	8	
71-72	7	
73	7	26
74	7	40
75	7	30
76	7	51

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
77	7	30
78-79	7	
80	7	33
81	7	
82	7	22
83	7	
84	7	28
85	7	
85/30¢	20	
86	7	
86/30¢	20	
87	7	
87/30¢	20	
88	7	34
88/30¢	20	
89	7	
89/30¢	20	
90-91	7	
92	7	19
93	7	
94	7	35
95	7	
96	7	29
97	7	39
98 ▽	7	32
99	7	
100 ▲	10	46
100/35¢	12	
101-103	5	
104	5	47
105-108	5	
109	5	36
110-113	5	
114	5	19
115-117	5	
118	6	
119-122	5	
123	5	18
124-127	5	
128	5	33
➥Alcoholism issue		
129	4	24
130-149	4	
150	5	22
151-153	4	
154	5	17
CGC 9.9 avg		95
155-159	4	
160	5	
CGC 9.9 avg		89
161-170	4	
171-181	3	
182	4	
CGC 9.9 avg		58
183-185	3	
186	4	
CGC 9.9 avg		88
187-191	3	
192	4	
CGC 9.9 avg		46
193-200	3	
201-224	2	
225-232/A	3	
233-243	2	
244	3	
245-250	2	
251-257	1	
258-280	2	
281-282	3	
283-284	2	
285-287	1	
288	3	
289	1	
290	4	
291-299	1	
300	3	
300/Variant	4	
301-304	1	
305-310	2	
310/Collectors	3	
311-316	2	
317	3	
318-324	2	
325	3	
326-332	2	

New Comics Stats

Top ordered comics for October

Comics shops ordered more than **5.93 million comic books** from **Diamond Comic Distributors** in October. While sales were off 25% from October 2003, don't panic: that month had five shipping weeks plus ***JLA/Avengers*** and several other heavy hitters. And this October was one of the strongest months for trade paperbacks we've ever seen.

Orders shown below are **estimates:**

Share of Top 300 (Units)

Publisher	Share
Marvel	47.91%
DC	36.48%
Dark Horse	3.54%
Image	2.38%
Devil's Due	2.37%
Aspen	1.30%
Idea/Design	0.94%
Dreamwave	0.71%
Bongo	0.62%
Avatar	0.59%

	Comic Book		Price	Publisher	Orders
1	Identity Crisis #5	$	3.95	DC	126,000
2	Wolverine #20	$	2.25	Marvel	117,000
3	Superman #210	$	2.50	DC	113,000
4	Secret War #3	$	3.99	Marvel	110,000
5	Uncanny X-Men #450	$	2.25	Marvel	101,000
6	Uncanny X-Men #451	$	2.25	Marvel	97,000
7	Ultimate Spider-Man #66	$	2.25	Marvel	96,000
8	Green Lantern Rebirth #1	$	2.95	DC	95,000
9	Ultimate Spider-Man #67	$	2.25	Marvel	95,000
10	Ultimate X-Men #52	$	2.25	Marvel	94,000
11	Amazing Spider-Man #513	$	2.25	Marvel	90,000
12	X-Men #163	$	2.25	Marvel	89,000
13	Wolverine #21	$	2.25	Marvel	84,000
14	Ultimate Nightmare #3	$	2.25	Marvel	83,000
15	X-Men The End #4 (Of 6)	$	2.99	Marvel	75,000
16	Batman #633	$	2.95	DC	70,000
17	Marvel Knights Spider-Man #7	$	2.99	Marvel	70,000
18	JLA #107	$	2.25	DC	65,000
19	Teen Titans #17	$	2.50	DC	63,000
20	Teen Titans Legion Special #1	$	3.50	DC	59,000
21	Daredevil #66	$	2.99	Marvel	53,000
22	Spectacular Spider-Man #20	$	2.25	Marvel	51,000
23	Thor #85	$	2.99	Marvel	49,000
24	Ultimate Elektra #3	$	2.25	Marvel	49,000
25	Strange #2	$	3.50	Marvel	48,000
26	Excalibur #6	$	2.99	Marvel	48,000
27	Detective Comics #799	$	2.95	DC	48,000
28	Fantastic Four #519	$	2.99	Marvel	48,000
29	X-Force #3	$	2.99	Marvel	46,000
30	New X-Men #6	$	2.99	Marvel	46,000
31	Conan #9	$	2.99	Dark Horse	45,000
32	Robin #131	$	2.25	DC	45,000
33	Flash #215	$	2.25	DC	44,000
34	Nightwing #98	$	2.25	DC	44,000
35	Batman Gotham Knights #58	$	2.50	DC	43,000
36	The Punisher #12	$	2.99	Marvel	43,000
37	Outsiders #17	$	2.50	DC	42,000
38	Batman Legends/Knight #184	$	2.50	DC	41,000
39	Action Comics #820	$	2.50	DC	41,000
40	JSA #66	$	2.50	DC	41,000
41	Sabretooth #1	$	2.99	Marvel	40,000
42	Batgirl #57	$	2.50	DC	40,000
43	Justice League Elite #4	$	2.50	DC	38,000
44	Catwoman #36	$	2.50	DC	38,000
45	Hulk/Thing Hard Knocks #2	$	3.50	Marvel	37,000
46	Captain America #32	$	2.99	Marvel	37,000
47	Marvel Knights 4 #11	$	2.99	Marvel	37,000
48	Doctor Spectrum #3	$	2.99	Marvel	37,000
49	Adventures of Superman #633	$	2.50	DC	36,000
50	Nyx #5	$	2.99	Marvel	36,000

Source: *Diamond Comic Distributors, Comics & Games Retailer magazine*

Incredible - Iron $

Spider-Man appears | Fights Tombstone | Calypso appears | Fights Mr. Fear | Fights Stilt-Man | Fights Devil-Man

	304 MAY 92	305 JUN 92	306 JUL 92	307 AUG 92	308 SEP 92	309 OCT 92	310 NOV 92	311 DEC 92	312 JAN 93	313 FEB 93	314 MAR 93	315 APR 93	316 MAY 93	317 JUN 93	318 JUL 93
NM Price	$3	$2	$2	$2	$2	$2	$2	$2	$3	$2	$2	$2	$2	$2	$2

From Far Away Vol. 1

From Far Away is another entry in the "Japanese school girl who gets transported to a fantasy world" genre, but it's all in how you tell it, and Kyoko Hikawa tells it well.

VIZ
WRITER:
YU WATASA
ARTIST:
YU WATASA
B/W • 200 Pgs.
$9.99

The school girl, Noniko, has a science-fiction writer for a father so she can handle (without freaking out) the concept of traveling to a parallel world. But her feelings of disorientation and fear are as understandable as they are palpable as she encounters monsters and the superhumanly strong Izark (who regularly performs various John Carter of Mars-style feats).

Of course this is not accident but fate as Noniko is "The Awakening," destined to unleash a terrible evil which certainly sounds bad but doesn't stop all the nations of this world from trying to capture her and use her power for themselves.

She's an attractive and likable protagonist who's also plucky; she quickly tires of being regularly saved and uselessly dragged from pillar to post and starts to learn Izark's language instead of trying to teach him hers.

★★ **— S.A. Bennett**

www.viz.com
ISBN: 1-59116-599-7

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Iron Man CONTINUED		
Anl 1	22	114
Anl 2	20	89
Anl 3	10 △	39
Anl 4	4	
CGC 9.9 avg		62
Anl 5-10	3	
Anl 11-13	2	
Anl 14-15	3	
Ashcan 1	2	
Iron Man MARVEL, 1996		
1	3	
1/Variant	3	
2-11	2	
12	4	
13	3	
Iron Man MARVEL, 1998		
1	4	
1/Variant	4	
2	2	
2/Variant	3	
3-12	2	
13	3	
14-45	2	
46	4	
47-49	2	
50	3	
51-66	2	
67-83	3	
84	8	
➥Avngrs Disassemble		
85	5	
86-89	3	
Anl '98-00	4	
Anl 2001	3	
Isis DC, 1976		
1	6	21
2-8	4	
I Spy GOLD KEY, 1966		
1	55	
2	40	
3-4	33	
5	33	158
6	33	
Jackpot Comics ARCHIE, 1941		
1	2000	
2	1285	
3	800	
4	3850	
➥Archie starts		
5	1600	
6	800	
7	585	
8	565	
9	565	1585
Jamboree Comics ROUND, 1946		
1	85	238
2	60	134
3	60	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
JLA DC, 1997		
1	6	20
2	4	13
3	4	11
4	4	
5	4	14
6	4	
7-15	3	
16-40	2	
41	3	
42-49	2	
50	4	
CGC 9.9 avg		29
51-99	2	
100	4	
101-106	2	
107	3	
1000000	4	
Anl 1-2	5	
Anl 3	4	
GS 1-3	5	
JLA/Avengers MARVEL, 2003		
1	7	13
CGC 9.9 avg		97
3	6	
CGC 9.9 avg		50
JLA: Classified DC, 2005		
1	3	
JLA: Our Worlds At War DC, 2001		
1	3	
JLA: Year One DC, 1998		
1	4	
2-5	3	
6-11	2	
12	3	
Joe Palooka HARVEY, 1945		
1	240	
2	160	
3-4	90	
5	135	
➥Simon/Kirby issue		
6-7	95	
8-10	75	
11-14	55	
15	75	
➥Humphrey origin		
16-20	55	
21-30	44	
31-44	38	
45-51	32	
52-59	28	
60	28	121
61	26	
62	42	
63-80	26	
81-115	24	
116-118	34	
John Carter, Warlord of Mars MARVEL, 1977		
1	6	20
1/35¢	12	
2	4	
2/35¢	8	
3-28	3	
Anl 1-3	2	
Johnny the Homicidal Maniac SLAVE LABOR, 1995		
1	13	
2	9	
3	7	
4	6	
5	5	
6-7	4	
Special 1	20	
Johnny Thunder DC, 1973		
1	12	31
2-3	8	
Joker DC, 1975		
1	16	49
2	12	27
3	8	
4	8	23
5	8	
6	7	
7	7	47
8	7	
9	7	27
Jonah Hex DC, 1977		
1	25 △	101
2	10	
3-4	7	
5	7	27
6	6	35
7	7	37
8	7	31
9-10	5	
11-20	4	
21-22	3	
23	3	31
24-92	3	
Jonah Hex & Other Western Tales DC, 1979		
1-3	7	
Journey into Mystery MARVEL, 1952		
-1	2	
2	950	
3-4	700	
5	800	
6-9	450	
10	450	19
11	450	
12-22	350	
23-32	225	
33	250	
34-40	225	
41-49	200	
50	160	
51-61	155	
62	250	
63-71	145	
72	140	
73	200	
74-81	140	
82	160	
83	4500	
➥1st Thor		
83/Golden	75	245
84	725	
85	450	
86	400	
87	600	3650
88	250	
89	300	
90	150	
91-92	130	
93	160	
94-96	130	
97	160	1632
98	120	
99	105	
100	115	
101	90	1338
102-104	75	
105	75	800
106-108	75	
109	90	
110-111	75	
112	210	3949
➥Thor vs. Hulk		
113-114	75	
115	90	
116	75	
117	70	749
118-120	70	
121	70	266
122-123	70	
124	70 ▽	239
125	70	
503-521	2	
Anl 1	150	
Journey into Mystery MARVEL, 1972		
1	14	56
2-3	5	
4-5	4	
6-19	3	
JSA DC, 1999		
1	4	20
CGC 9.9 avg		27
2-36	3	
37	4	
38-49	3	
50	4	
51-67	3	
Anl 1	4	
JSA: All Stars DC, 2003		
1-6	3	
7	4	
8	3	
JSA: Our Worlds At War DC, 2001		
1	3	
Jubilee MARVEL		
1-3	3	

Arrows track **ACTUAL ONLINE SALES** of **slabbed CGC 9.4 (NM) copies** of each issue.

- ▲ A black up arrow indicates the average price paid has gone **up THREE months in a row**
- ▲ A gray up arrow indicates the average price paid has gone **up TWO months in a row**
- △ An open up arrow indicates the average price paid has gone **up since last month**
- ▽ An open down arrow indicates the average price paid has gone **down since last month**

RetroView

Justice Society of America™

Reviewed by Brent Frankenhoff

Less than a year after the eight-issue mini-series focused on an untold tale from the early 1950s, DC's premier super-team returned from Ragnarok in the pages of *Armageddon: Inferno*, setting the stage for a fresh ongoing series. Written by Len Strazewski and illustrated in a light-hearted style by Mike Parobeck, the series attempted to recapture the spirit of the team's *All-Star Comics* adventures of the 1940s. Unfortunately, comics audiences weren't quite ready for the retro series at that time, and it was canceled after just 10 issues.

Justice Society of America ™ DC Comics

COST TO OWN THE ORIGINALS IN NM: $15

△ #320

DAREDEVIL™

THE MAN WITHOUT FEAR!

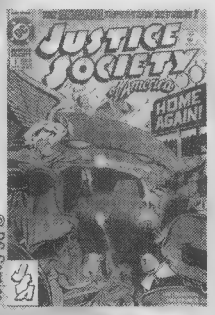
A Symkarian makeover

Silver Sable destroyed Daredevil's original red costume in *Daredevil* #320, forcing The Man Without Fear (or fashion sense) to don a black and red costume for a while. The red costume would return, but not before the original yellow and red one reappeared again.

Image © 1993 Marvel

	319	320	321	322	323	324	325	326	327	328
		New costume	Regular and glow covers		Fights Venom		Death of Hellspawn			
NM Price	AUG 93 $5	SEP 93 $2	OCT 93 $2	NOV 93 $2	DEC 93 $2	JAN 94 $2	FEB 94 $3	MAR 94 $2	APR 94 $2	MAY 94 $2

Justice Society of America #1 ★★½



© DC Comics

DC
Aug 1992 • 22 pp.
Writer: Len Strazewski
Pencils: Mike Parobeck
Inks: Mike Machlan
Cover: Mike Parobeck

"Home Again!"

The JSA returns from limbo, where they've been fighting Ragnarok, only to have a few members consider retirement.

While Strazewski attempts to give the heroes a lighter, more hip outlook, he forgets that they're not young, hip, or happening. For example, the original Green Lantern would never say "Not!" in response to a question, making exchanges with the original Flash almost painful to read.

However, the saving grace of the issue (and the series) is Parobeck's art, which gives the characters a retro look reminiscent of the then-current *Batman* animated series.

Best CGC copy: **9.6** Then $1.25 NOW $2

Jungle Action
MARVEL, 1972
1 . . . . . 8 △ 46
2-4 5
5 . . . . . 15 123
6 10
7 6
8 . . . . . 12 55
9 4
10-13 3
14 . . . . . 3 30
15-21 3
21/30¢ 20
22 3
22/30¢ 20
23-24 3

Just a Pilgrim
BLACK BULL, 2001
1 4
CGC 9.9 avg 27
2-5 3

Justice League
DC, 1987
1-2 3
3 . . . . . 3 32
3/Ltd 10 54
4 3
5-6 2
Anl 1 2

Justice League Adventures
DC, 2002
1 . . . . . 3 15
2-34 2

Justice League America
DC, 1989
0-50 2
51-68 1
69 . . . . . 3 23
70-99 2
100 3
100/Variant . . 4
101-113 . . . 2
Anl 4-8 3
Anl 9 4
Anl 10 3
Special 1-2 . 2

Justice League: A Midsummer's Nightmare
DC, 1996
1-3 3

Justice League Europe
DC, 1989
1-20 2
21-49 1
50 3
Anl 1-3 2

Justice League International
DC, 1987
7-10 2
11-23 1
24 2
25-58 1
59-68 2
Anl 1-5 2
Special 1-2 . 2

Justice League of America
DC, 1960
1 2271
2 900
3 650
4 500
5 400
6-8 325
9 . . . . . 525 3888
➥JLA origin
10 300
11-15 . . . 225
16-20 . . . 200
21 380
➥Earth-2 visit
22 310
23-28 . . . 130
29-30 . . . 120
31 85
32-33 55
34 . . . . . 60 291
35-36 45
37 90
38 . . . . . 90 455
39 90
40 45
41 . . . . . 45 275
42-44 35
45 . . . . . 35 339
➥1st SA Sandman
46 110
47 . . . . . 70 369
48 . . . . . 50 507
49 45
50 . . . . . 45 252
51-52 45
53 . . . . . 45 ▽ 195
54 . . . . . 45 237
55 . . . . . 90 426
➥JSA team-up
56 . . . . . 60 350
➥JSA team-up
57-59 40
60 . . . . . 40 198
61 . . . . . 40 178
62 40
63 . . . . . 40 143
64 . . . . . 40 183
65 . . . . . 40 129
66-68 40
69 . . . . . 20 159
70-76 20
77-81 15
82 . . . . . 15 152
83-84 15
85 . . . . . 25 134
➥Giant-size
86 15
87 . . . . . 15 91
88-90 15
91 . . . . . 15 145
92 . . . . . 15 132
93 15
94 . . . . . 45 △ 207
➥Sandman origin
95 15
96 . . . . . 15 71
97 . . . . . 15 75
98-99 15
100 . . . . . 35 241
101-102 . . 15
103 . . . . . 15 67
104-106 . . 15
107 . . . . . 15 81
108 . . . . . 18 86
109-110 . . 15
111 . . . . . 15 101
112-113 . . 15
114 . . . . . 15 88
115 15
116 . . . . . 15 76
117-119 . . . 5
120 . . . . . 5 40
121-131 . . . 5
132 . . . . . 5 17
133-135 . . . 5
136 . . . . . 5 48
137 . . . . . 5 72
138 . . . . . 5 30
139 5
140 . . . . . 5 28
141-146 . . . 5
147 . . . . . 5 30
148-150 . . . 5
151 . . . . . 4 28
152 . . . . . 4 25
153-156 . . . 4
157 . . . . . 4 39
158 4
159 . . . . . 4 35
160-192 . . . 4
193 . . . . . 4 16
194-199 . . . 4
200 . . . . . 5 25
201 3
202 . . . . . 3 12
203-217 . . . 3
218 4
CGC 9.9 avg 38
219 3
220 4
CGC 9.9 avg 37
221-226 . . . 3
227 4
CGC 9.9 avg 36
228-260 . . . 3
261 4
Anl 1 5
Anl 2-3 4

Justice League Quarterly
DC, 1990
1-17 3

Justice League Task Force
DC, 1993
0-5 2
6 1
7-37 2

Justice League Unlimited
DC, 2005
1-3 2

Justice Society of America
DC, 1991
1-8 2

Justice Society of America
DC, 1992
1-5 2
6-10 1

Justice Society of America 100-Page Super Spectacular
DC
1 7

Justice Society Returns
DC, 2003
1 20

Gambit appears

"Tree of Knowledge" concludes

Kingpin returns

329	330	331	332	333	334	335	336	337	338	339	340	341	342	343
JUN 94	JUL 94	AUG 94	SEP 94	OCT 94	NOV 94	DEC 94	JAN 95	FEB 95	MAR 95	APR 95	MAY 95	JUN 95	JUL 95	AUG 95
NM Price $2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2

New Comics Stats

Top sellers at retail for October

Where the list on the previous page represented what comic books retailers **ordered and received**, the rankings below represent what retailers **said they sold**, in reports at month's end to ***Comics & Games Retailer*** magazine.

While not as exact as order data, this ranking helps to show those titles that are performing better in shops than their orders would indicate. **DC's *Teen Titans,*** for example, came in 19th in orders for the month, but 11th in actual retailer sales.

1 *Identity Crisis*
2 *Superman*
3 *Astonishing X-Men*
4 *X-Men*
5 *Uncanny X-Men*
6 *Green Lantern: Rebirth*
7 *Ultimate Spider-Man*
8 *Ultimate X-Men*
9 *Amazing Spider-Man*
10 *Wolverine*
11 *Teen Titans*
12 *Superman/Batman*
13 *Avengers*
14 *JLA*
15 *X-Men: The End*
16 *Ultimate Nightmare*
17 *Marvel Knights: Spider-Man*
18 *Strange*
19 *Secret War*
20 *Teen Titans Legion Special*
21 *Batman*
22 *Doctor Spectrum*
23 *Daredevil*
24 *Ultimate Fantastic Four*
25 *Ultimate Elektra*
26 *X-Force*
27 *Fantastic Four*
28 *Bullseye Greatest Hits*
29 *New X-Men*
30 *Excalibur*
31 *JSA*
32 *Conan*
33 *Wolverine: The End*
34 *Punisher*
35 *Army of Darkness: Ashes*
36 *Ex Machina*
37 *Green Lantern*
38 *Thor*
39 *Spectacular Spider-Man*
40 *Nightcrawler*
41 *Powerless*
42 *Marvel Knights: 4*
43 *District X*
44 *Justice League Elite*
45 *Soulfire*
46 *Flash*
47 *Official Handbook: Wolverine*
48 *The Question*
49 *Amazing Fantasy*
50 *Wanted*

"***What If?*** is going to be huge as is ***The Return of Phoenix.*** DC has all the buzz projects right now. My last three Wednesdays have been my three busiest ever! Why? ***Identity Crisis***, ***Green Lantern Rebirth***, ***JLA Classified*** and ***The Question.***"

Jon Newman, Ultimate Comics
Durham, NORTH CAROLINA

"I know its an old complaint, but late shipping still really bugs us retailers. Sure, we still sell big numbers of a new Ultimates, or ***Secret War***, or ***Planetary*** when they show up, but I'm convinced we would sell more if we could build on the sales momentum that comes with a regular monthly shipping book. And why is it the books that everyone wants are the ones that ship late?"

Nick Newport, American Dream Comics
Bath, UNITED KINGDOM

"The *Astro City Visitors Guide* from DC was a nice surprise. That type of comic book usually doesn't sell well for me, but this one did. We ordered fairly low; we've been reordering it constantly. We've gone through three or four reorders so far.

Joel Pollack, Big Planet Comics
Bethesda, MARYLAND

Gambit #1

Sure, Georges Jeanty's a veteran to X-Men comics, having worked on the *Bishop* series years ago. Sure, Gambit's a fan-favorite X-Man, though his *Ultimate* version's been receiving more attention as of late.

MARVEL
WRITER:
JOHN LAYMAN
ARTISTS:
GEORGES JENTY, DON HILLSMAN
COLOR • 32 PGS.
$2.99

The fatal flaw in the latest attempt at a *Gambit* series is that writer John Layman gets the ragin' Cajun all wrong. His accent comes and goes more often than Kevin Costner's.

Though Gambit's a thief at heart, is it really in-character for him to go back to stealing for money after his long history with the X-Men?

He performs a selfless act earlier in the comic book by trashing a rampaging Sentinel, but a character who can discard his moral center whenever it suits him is tough to root for.

The antagonist, Jack Jessup, is a great foil for Gambit. He's just as good a thief as Remy, but he hates mutants and has a nasty streak a mile wide.

When these two finally throw down later in the series, it will be a sight to see.

★★ — **Steve Horton**

www.marvel.com

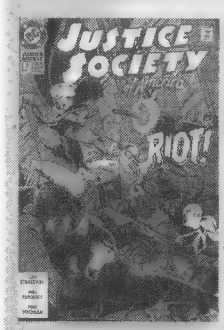
	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Just Imagine Stan Lee Batman DC, 2001		
1	6	
CGC 9.9 avg		31
Kabuki IMAGE, 1997		
0.5	3	
0.5/Variant	4	
1	5	
1/Variant	5	
2-4	4	
5-9	3	
Kabuki Agents IMAGE, 1999		
1-8	3	
Kabuki: Circle of Blood CALIBER, 1995		
1	4	
1/Ltd	5	
2-3	4	
4-6	3	
6/Ltd	10	
Kabuki Classics IMAGE, 1999		
1-2	3	
3	5	
4-12	3	
Kabuki: Dreams of the Dead CALIBER, 1996		
1	3	
Kabuki: Fear the Reaper CALIBER, 1994		
1	4	
Kabuki: Images IMAGE, 1998		
1-2	5	
Kabuki: Masks of the Noh IMAGE, 1996		
1-4	3	
Kabuki Reflections IMAGE, 1998		
1-4	5	
Kabuki: Skin Deep CALIBER, 1996		
1	4	
2	3	
2/Ltd	8	
3	3	
Kamandi Last Boy on Earth DC, 1972		
1	25 ▲	71
2	15	
3	10	40
4	8	46
5-8	8	
9	8	28
10	8	
11	5	
12	5	26
13-14	5	
15	5	29
16-17	5	
18	5	32
19-20	5	
21	4	22
22	4	
23	4	36
24-25	4	
26	4	40
27	4	31
28	4	
29	4	30
30-31	4	
32	4	37
33-34	4	
35	4	32
36	4	33
37	4	
38	4	17
39-40	4	
41-58	3	
59	4	
Karate Kid DC, 1976		
1	4	46
2-3	3	
4-15	2	
Ka-Zar MARVEL, 1970		
1	15 △	134
2	7	
Ka-Zar MARVEL, 1974		
1	5 △	59
2	3	24
3-5	3	
6-15	2	
15/30¢	20	
16	2	
16/30¢	20	
17	2	
17/30¢	20	
18-20	2	
Ka-Zar MARVEL, 1997		
-1	2	
1	3	
2-20	2	
Ani 1997	3	
Ka-Zar the Savage MARVEL, 1981		
1	3	21
CGC 9.9 avg		25
2-34	2	
Kents DC, 1997		
1-12	3	
Kerry Drake Detective Cases LIFE'S ROMANCES, 1944		
1	150	
2	115	
3	95	
4-5	85	
6-8	65	
9-10	80	
11	50	
12	50	81
13-15	50	
16-20	42	
21-30	38	
31-33	32	
Kid Cali Outlaw MARVEL, 1948		
1	665	
2	335	
3-5	250	
6-10	175	
11	225	
12-20	150	
21-30	105	
31-40	90	
41-50	80	
51-60	65	
61-70	48	
71-100	40	
101-110	28	
111-120	18	
121-130	14	
131-137	10	
138	10	69
139	10	
140-170	5	
171-200	4	
201-205	3	
205/30¢	20	
206-229	3	
Kid Eternity QUALITY, 1946		
1	560	981
2	290	
3	250	
4-5	175	
6-10	135	
11-18	105	
Kid Eternity DC, 1993		
1-16	2	
Killraven MARVEL, 2001		
1	3	10
Killraven MARVEL, 2002		
1-6	3	
Kinetic DC, 2004		
1-7	3	
King Conan MARVEL, 1980		
1	3	24
2-10	2	
11-19	1	
Kingdom DC, 1999		
1-2	3	
Kingdom Come DC, 1996		
1-3	5	
4	5	18
King Kong GOLD KEY, 1968		
1	12	
Kitty Pryde & Wolverine MARVEL, 1984		
1-6	3	
Knights of the Dinner Table ALDERAC GROUP, 1994		
1	150	
2	45	
3-5	25	
6-10	18	
11-15	14	
16-21	10	
22-30	6	
31-32	4	
33-49	3	
50	5	
51-69	3	
70-97	4	
Kobra DC, 1976		
1	4	29
2-7	3	
Kong the Untamed DC, 1975		
1	4	30
2-5	3	
Korak, Son of Tarzan GOLD KEY, 1964		
1	35	
2-5	25	
6-11	20	
12-20	16	
21-30	13	
31-40	8	
41-45	6	
46	4	66
47-59	2	
Krofft Supershow GOLD KEY, 1978		
1	6	
2-6	4	
Krypton Chronicles DC, 1981		
1-3	2	
Kull and the Barbarians MARVEL, 1975		
1	5	58
2	3	
3	4	
Kull the Conqueror MARVEL, 1971		
1	8 ▽	76
2	4	42
3	4	24
4	3	38
5-10	3	

The shaded column indicates **AVERAGE ACTUAL ONLINE AUCTION prices paid** for **slabbed CGC 9.4 (NM) copies** of each issue.

Only those comics that have sold in 9.4 (NM) **more than once** are included in our list. For items that have been sold online many times, we only average the **25 most recent** closed auctions.

We've tracked more than 250,000 online auctions for CGC comics since June 2000. If we don't list a market price, there simply isn't one yet.

RETROVIEW
Justice Society of America #2 ★★½



DC
Sep 1992 • 22 pp.
Writer: Len Strazewski
Pencils: Mike Parobeck
Inks: Mike Machlan
Cover: Mike Parobeck

"Days of Valor"

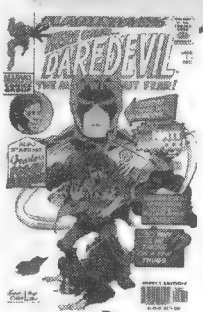
Atom and Wildcat rejoin The Flash and Green Lantern in time to stop a riot in front of the GBC building.

Strazewski spends most of this issue setting up subplots that will be resolved in future issues. The first two-thirds of the issue involves conversations, with the final part finally getting to some action.

A short sequence tries to shoehorn the original Hawkman (Carter Hall) into The Justice League in place of Thanagarian Katar Hol, a post-*Crisis* continuity hitch that would continue to plague writers for several more years and one that still hasn't been fully worked out.

© DC Comics

Best CGC copy 9.6 — Then $1.25 NOW $2



△ #-1

DAREDEVIL™
THE MAN WITHOUT FEAR!

Flashing back to Colan

Long-time Silver Age *Daredevil* artist Gene Colan returned for several issues in the late 1990s, including July 1997's "Flashback" issue, which went back to DD's earliest days.

Image © 1997 Marvel

	344	345	346	347	348	349	350	350/Variant	351	352
NM	SEP 95	OCT 95	NOV 95	DEC 95	JAN 96	FEB 96	MAR 96	MAR 96	APR 96	MAY 96
Price	$2	$2	$2	$2	$2	$2	$3	$4	$2	$2
	Cards inserted			Two DDs fight	Sister Maggie, Stick appear		Back to red costume	Gold ink on cover	1st Vice Cop	Fights Bullseye

Justice Society of America #3 ★★

© DC Comics

DC
Oct 1992 • 22 pp.
Writer: Len Strazewski
Pencils: Mike Parobeck
Inks: Mike Machlan
Cover: Mike Parobeck

"Out of the Past"

Johnny Quick and Johnny Thunder return, while Doctor Mid-Nite, Wildcat, and The Atom investigate Ultragen, a shady research company.

Strazewski falls back on a clichéd *Island of Dr. Moreau* story idea with animals mutated into men. (Or perhaps it's the other way around?)

Another subplot is introduced with no further mention of the one involving the Halls from last issue. Perhaps it's time to get to the action rather than starting so many threads.

Johnny Quick mentions his daughter Jesse, who will play a larger part in an issue or two, but poor Libby is given short shrift.

No CGC copies — Then $1.25 NOW $2

UNSLABBED SLABBED
Near Mint CGC 9.4 NM

Kull the Conqueror
MARVEL, 1982
1 3
2 2

Kull the Conqueror
MARVEL, 1983
1-5 2
6-10 1

Lady Death
CHAOS!, 1998
1 . . . . . 3 — 25
1/Ltd 4
2-5 3
5/Variant 4
6-16 3

Lady Death in Lingerie
CHAOS!, 1995
1 3
CGC 9.9 avg — 57
1/Ltd 10

Lady Pendragon
IMAGE, 1998
0 3
0/Variant 4
1-3 3
1-3/Variants . 3
Ashcan 1 . . . 3

Lady Pendragon
IMAGE, 1999
1 3
1/Stormcote . 3
1/Variant 4
2-6 3
7 4
8-10 3

Laff-a-Lympics
MARVEL, 1978
1 18
2 10
3-5 8
6-13 6

UNSLABBED SLABBED
Near Mint CGC 9.4 NM

Land of the Giants
GOLD KEY, 1968
1 . . . . . 30 — 112
2 18
3-5 15

Last Days of the Justice Society
DC, 1986
1 3

Laugh Comics
ARCHIE, 1946
20 200
21-25 . . . 160
26-30 . . . 130
31-40 94
41-50 62
51-60 46
61-70 30
71-80 25
81-90 20
91-100 . . . 18
101-130 . . 15
131-170 . . 12
171-189 . . . 9
190-200 . . . 8
201-250 . . . 6
251-300 . . . 4
301-350 . . . 3
351-400 . . . 2

Laurel and Hardy
DC, 1972
1 40

Leading Comics
DC, 1941
1 3500
2 1100
3 850
4-5 675
6-9 580
10 . . . . . 580 — 1100
11-15 . . . 440
16-22 70
23 110
24-30 55
31-41 40

UNSLABBED SLABBED
Near Mint CGC 9.4 NM

League of Extraordinary Gentlemen
DC, 1999
1 . . . . . 6 — 28
1/DF 5
2-5 4
5/recall . . . . 75 ▽ — 226
➥Recalled edition
6 4

Leave It to Chance
IMAGE, 1996
1-12 3

Legends
DC, 1986
1-5 2
6 3

Legends of the DCU: Crisis on Infinite Earths
DC, 1999
1 5

Legends of the DC Universe
DC, 1998
1-5 3
6-30 2
31-41 3
GS 1-GS 2 . . 5

Legends of the World's Finest
DC, 1994
1 6
CGC 9.9 avg — 26
1-3 5

L.E.G.I.O.N.
DC, 1989
1 3
2-22 2
23 3
24-49 2
50 4
51-69 2
70 3
Anl 1-5 4

UNSLABBED SLABBED
Near Mint CGC 9.4 NM

Legion
DC, 2001
1-24 3
25 4
26-38 3

Legion Lost
DC, 2000
1-12 3

Legionnaires
DC, 1993
0 2
1 3
2-49 2
50 4
51-64 2
65-80 3
1000000 . . . 3
Anl 1-3 4

Legionnaires Three
DC, 1986
1-4 1

Legion of Substitute Heroes Special
DC
1 2

Legion of Super-Heroes
DC, 1973
1 . . . . . 14 — 52
2 8
3 7
4 . . . . . 7 — 24

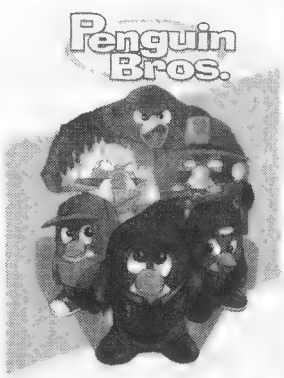
Legion of Super-Heroes
DC, 1980
259 4
260-270 . . . 3
271-284 . . . 2
285 3
286-296 . . . 2
297 3
CGC 9.9 avg — 34
298-309 . . . 2
310 3
CGC 9.9 avg — 30
311-313 . . . 2
Anl 1-3 3

Legion of Super-Heroes
DC, 1984
1 5
CGC 9.9 avg — 36
2-5 4
6-36 2
37 5
38 . . . . . 5 — 14
39-44 2
45 3
46-63 2
Anl 1-4 3

Legion of Super-Heroes
DC, 1989
0 2
1 3
2-37 2
38 3
39-49 2
50 4
51-53 2
54 3
55-99 2
100 6
101-108 . . . 2
109-123 . . . 3
1000000 . . . 4
Anl 1 5
Anl 2-7 4

CBG News Digest

Devil's Due launches D3 digest-format comics



To start 2005, a new line of comics will launch from Devil's Due Publishing. The books, called "Devil's Due Digests" — or D3 — will start with four titles collecting older series, often containing never-before-published material.

Each digest will sell for $10.95 and contain between 128 and 144 pages. DDP President and Founder **Joshua Blaylock** told ***CBG***, "With the reception to the black-and-white digests in the industry, [these titles] might be even better received than they were before.

"They just never had that chance to get exposure on the mainstream comic-book level, so why shouldn't we package this stuff, make it available again?"

Acknowledging publishing non-mainstream works could be a gamble, Blaylock added, "There's a lot of stuff out there that can make money in the long run and which would be fun to do." He said one goal of the D3 line is to "find some little hidden gems that are out there that are either books that people have tried to release before on their own or books that people are developing that they're not sure are going to be received well as a regular comic-book series." He endorsed such endeavors, saying, "There's a lot of talent out there in the American black-and-white indie comic-book industry."

Franco Aureliani wrote one of the four digests, *Patrick the Wolfboy*, drawn by **Art Baltazar**. Blaylock had his hand in three of the works: *G.I. Joe: Arashikage Showdown*, *Misplaced Vol. 1*, and *Penguin Bros.* Blaylock pointed out *Patrick* and *Penguin Bros.* as having "huge potential with kids."

DDP described *Patrick* as "a hit across the convention circuits," adding that it is "in development as an animated series. It collects *Patrick* #1, the *Christmas Special*, *Valentine's Special*, *Mother's Day Special*, *Summer Special*, and 25 pages of new material.

The four-issue *Misplaced* composes the first volume from DDP, written and drawn by Blaylock with **Clint Hilinski**. The book also boasts a new eight-page tale, as well as production art and other extras. Future *Misplaced* projects are in the works, as well as a crossover with *Dead @ 17* set for December. Blaylock said he is considering publishing future *Misplaced* work in this format instead of serializing it, adding that he felt the title has appeal for a wide audience, including female fans.

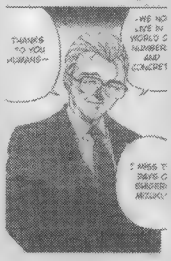
Blaylock wrote and drew the previously self-published *Penguin Bros.* during the 1990s, finding an audience at conventions. This trade contains #1-3 plus the never-before-published #4 and a new eight-page story.

*— **Ray Sidman***

	353	354	355	356	357	358	359	360	361	362	363	364	365	-1	366
		Spider-Man appears									1st Insomnia				
	Fights Mr. Hyde		Fights Pyro	Fights Enforcers		Fights Mysterio		Fights Absorbing Man					Fights Molten Man	"Flashback" story	Gene Colan art
	JUN 96	JUL 96	AUG 96	SEP 96	OCT 96	NOV 96	DEC 96	JAN 97	FEB 97	MAR 97	APR 97	MAY 97	JUN 97	JUL 97	AUG 97
NM Price	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2

Geobreeders
Vol. 1

"Kagura Security is a private enterprise engaged in the struggle of dispersing the phantoms that lurk in the shadows of humanity."



CPM MANGA
WRITER:
AKIHIRO ITO
ARTIST:
AKIHIRO ITO
B/W • 216 Pgs.
$9.99

Yoichi Taba is the latest (and only) male employee at the small company of five trigger-happy private investigators trying to cash in on the secret war between humans (the Japanese government's grim "Ministry of Welfare" security division) and supernatural cat shapeshifters. Cartoonist Akihiro Ito is a fan of shoot-'em-up action movies like *Die Hard* where little is left standing at the end, and it shows in each chapter.

Buildings crumble and freeways are demolished in running firefights between Kagura's field teams and the commando squads. By the end of the six chapters in Vol. 1, it is obvious that there are at least two factions among the cats, one of which wants to cooperate with humans — and at least two factions within the Ministry of Welfare, one of which will betray humanity for political power. Lotsa macho fun, if you don't count the high fatality rate among innocent bystanders.

★★★½ — **Fred Patten**

www.cpmpress.com
ISBN 1-58664-929-9

DAREDEVIL™
THE MAN WITHOUT FEAR!

Misnumbered after hiatus

When Marvel resumed its Annual program in the late 1980s, someone on Daredevil's editorial staff forgot to double-check what Annual they had left off with back in the 1970s, resulting in *Annual* #5, which was part of "Atlantis Attacks" having a #4 on its cover.

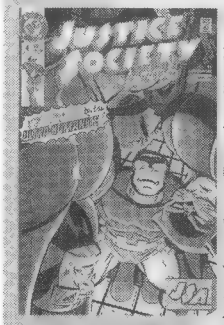
△ Ann. #5

image © 1989 Marvel

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Legion Worlds DC, 2001		
1-6	4	
Lethal Foes of Spider-Man MARVEL, 1993		
1-4	2	
Liberty Comics GREEN, 1945		
5-9	125	
10	90	
11	90	215
12-15	90	
Liberty Meadows INSIGHT, 1999		
1	18	
CGC 9.9 avg		179
2	10	
3-4	6	
5	5	
6-10	4	
11-36	3	
Limited Collectors' Edition DC, 1973		
20	32	
➥Rudolph		
21	16	
22	14	
23	16	
24	26	
➥Rudolph		
25	28	
➥Batman		
27	16	
29	10	
30	12	
31	15	
32	10	
33	16	
34	12	
35	10	
36	16	
37	20	
➥Batman		
38-39	10	
40	12	
41-43	10	
44	12	
45-47	10	
48	12	
49-50	10	
51	12	
52	10	
57-59	14	
Little Archie ARCHIE, 1956		
1	525	
2	210	
3	150	
4-5	115	
6-10	80	
11-20	52	
21-40	32	
41-59	22	
60	22	40
➥Giant-size		

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
61-80	16	
81-100	11	
101-120	6	
121-140	4	
141-180	3	
Little Dot's Uncles and Aunts HARVEY, 1961		
1	70	
2	42	138
3	42	
4-5	36	
6-10	28	
11-35	22	
36-52	14	
Little Lulu DELL, 1948		
1	550	
2	285	
3	225	
4-5	200	
6-10	165	
11-20	125	
21-30	105	
31-38	90	
39	125	
40	90	
41-50	70	
51-60	60	
61-70	55	
71-80	45	
81-90	40	
91-99	35	
100	50	
101-120	30	
121-140	28	
141-160	25	
161-164	20	
165	70	148
➥...in Paris		
166	70	
➥Christmas Diary		
167-180	20	
181-200	15	
201-220	9	
221-240	6	
241-250	4	
251-259	3	
260	125	
➥Sold only in packs		
261-268	15	
➥Sold only in packs		
Lobo DC, 1990		
1	3	
2-4	2	
Lobo DC, 1993		
0	3	
1	4	
2-10	3	
11-55	2	
56-64	3	
1000000	4	
Anl 1	5	
Anl 2-3	4	
Lobo Unbound DC, 2003		
1-5	3	
Logan's Run MARVEL, 1977		
1	3	23
2-5	2	
6	4	
➥Thanos back-up		
7	2	
Lois Lane DC, 1986		
1-2	2	

RETROVIEW
Justice Society of America #4 ★★



DC
Nov 1992 • 22 pp.
Writer: Len Strazewski
Pencils: Mike Parobeck
Inks: Mike Machlan
Cover: Mike Parobeck

"Life on the Line"

Wally "Flash" West makes a guest appearance, and The Ultra-Humanite reveals his plans.

And, again, too much talking, not enough action.

OK, the Ultra-Humanite returns once again, but didn't we see him headed for the sun in an out-of-control rocket during *Crisis on Infinite Earths* a few years earlier? In DC time, that wouldn't have been all that long before, yet he says he's had his brain transplanted from body to body several times in the intervening months.

Now, all the players are in place, and it's time to wrap up this first story arc.

© DC Comics

Best CGC copy: **9.4** — **Then $1.25 NOW $2**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Lone Gunmen DARK HORSE, 2001		
Special 1	3	
Lone Ranger DELL, 1948		
1	660	
2	360	
3	265	
4-5	230	
6-7	195	
8	275	
➥Lone Ranger origin		
9-10	195	
11-20	138	
21-30	100	
31-40	75	
41-50	58	
51-60	50	
61-70	48	
71-80	38	
81-100	34	
101-111	30	
112	55	
113-117	45	
118	50	
119-145	45	
Lone Wolf and Cub FIRST, 1987		
1	6	18
2-3	4	
4-38	3	
39	6	
➥Giant-size		
40	3	
41-49	4	
Long, Hot Summer DC, 1995		
1-3	3	
Looney Tunes GOLD KEY, 1975		
1	12	
2	7	
3-5	5	
6-10	4	
11-20	3	
21-47	2	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Looney Tunes DC, 1994		
1-120	2	
Looney Tunes and Merrie Melodies Comics DELL, 1941		
1	9500	
2	1750	
3	1100	
4-5	850	
6-10	575	
11-15	425	
16-20	350	
21-29	265	
30-40	200	
41-50	140	
51-60	110	
61-70	85	
71-80	60	
81-90	45	
91-99	32	
100	38	
101-110	22	
111-120	20	
121-130	18	
131-140	15	
141-150	12	
151-170	10	
171-200	8	
201-221	6	
222-246	4	
Losers Special DC, 1985		
1	3	
Lost in Space INNOVATION, 1991		
1-13	3	
13/Gold	5	
14-18	3	
Anl 1-2	3	26
Special 1-2	3	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Machine Man MARVEL, 1978		
1	3	20
2-6	2	
7	2	14
8-17	2	
18	2	20
➥Alpha Flight app.		
19	13	
➥1st Jack O'Lantern		
Machine Man MARVEL, 1984		
1-4	2	
Machine Man 2020 MARVEL, 1994		
1-2	2	
Mad E.C., 1952		
1	5100	
2	1250	
3	700	2619
4	700	2200
5	1200	
➥Low distribution		
6-11	525	
12-18	425	
19	425	780
20	300	
21	300	435
22	300	782
23	300	
24	785	
➥1st magazine issue		
25	300	
26-27	250	
28-29	225	
30	350	
31	200	
32	175	
33	165	
34-35	140	
36-40	110	
41-45	80	

PRICES FOR OTHER UNSLABBED GRADES

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Very Fine (VF) is **2/3** (67%) of NM
Fine (F) is **1/3** (33%) of NM
Very Good (VG) is **1/5** (20%) of NM
Good (G) is **1/8** (12.5%) of NM

	367	368	369	370	371	372	373	374	375	376
	SEP 97	OCT 97	NOV 97	DEC 97	JAN 98	FEB 98	MAR 98	APR 98	MAY 98	JUN 98
NM Price	$2	$2	$2	$2	$2	$2	$2	$2	$3	$2
		Fights Omega Red		Black Widow appears		Ghost Rider appears			Fights Mr. Fear	Regains sight

Justice Society of America #5 ★★★

© DC Comics

DC
Dec 1992 • 22 pp.
Writer: Len Strazewski
Pencils: Mike Parobeck
Inks: Mike Machlan
Cover: Mike Parobeck

"Only Human"

The Ultra-Humanite is taken down by both physical and legal means and Johnny Thunder tells the others where he's been.

While there's plenty of action to start off this issue, the conclusion of the battle with The Ultra-Humanite leaves a lot to be desired. Sure, the team was trespassing on Ultra's property, but it certainly had probable cause to do so and should have been able to take him into custody.

Johnny Thunder's "adventures" since the team's return are quickly revisited, setting the team on its way to Bahdnesia. But what about the Halls? No more has been heard since #2.

Best CGC copy: 9.6 — Then $1.25 NOW $2

UNSLABBED Near Mint | SLABBED CGC 9.4 NM

46 . . . . . 80 363
47-50 80
51 60
52 . . . . . 60 215
53-60 60
61-70 48
71-80 36
81-100 . . . 32
101-120 . . 18
121 22
122 18
123-140 . . 15
141-150 . . 12
151-160 . . . 9
161-170 . . . 8
171-189 . . . 7
190-200 . . . 5
201-220 . . . 4
221-260 . . . 3
261-342 . . . 2
343-417 . . . 3
418-448 . . . 4

Mad Follies
E.C., 1963
1 250
2 200
3 150
4 . . . . . 100 131
5-7 100

Madrox
MARVEL
1-2 3

Mage
COMICO, 1984
1 5
2 4
3-5 3
6 15
➥1st Grendel
7 8
8 4
9-12 3
13 4
14 3
15 6

Mage
IMAGE, 1997
0 3
1 4
1/3D 5
2-3 4
4-15 3
15/Variant . . . 6

Magik
MARVEL, 1983
1-4 2

Magneto
MARVEL, 1993
0 3
CGC 9.9 avg 35

Magneto and the Magnetic Men
MARVEL, 1996
1 . . . . . 2 14

Magneto
MARVEL, 1996
1-4 2

Magnus, Robot Fighter
GOLD KEY, 1963
1 110
2-3 65
4-10 30
11-13 18
14 . . . . . 18 91
15-20 18
21-28 12
29-46 5

Magnus, Robot Fighter
VALIANT, 1991
0 . . . . . 8 30
0/Send-in . . . 5
1 . . . . . 4 ▽ 25
2 . . . . . 3 15
3-4 3
5 . . . . . 2 12
6 . . . . . 2 15
7-11 2
12 . . . . . 5 ▽ 25
13-21 2
21/Gold 3
22-24 2
25-25/Ltd. . . 3
26-48 2
49 3
50-55 2
56-63 3
64 . . . . . 2 ▽ 21
YB 1 4

Man-Bat
DC, 1975
1 . . . . . 6 31
2 . . . . . 4 17

Man-Bat
DC, 1984
1 3

Man-Bat
DC, 1996
1-3 3

Man from Atlantis
MARVEL, 1978
1 . . . . . 3 13
2-7 2

Man from U.N.C.L.E.
GOLD KEY, 1965
1 45
2 30
3-5 20
6-10 15
11-19 14
20 . . . . . 14 124
21-22 8

Manhunter
DC, 1984
1 3

Manhunter
DC, 1988
1 2
2-24 1

Manhunter
DC, 1994
0-12 2

Manhunter: The Special Edition
DC, 1999
1 10

Man-Thing
MARVEL, 1974
1 . . . . . 30 93
2 . . . . . 14 26
3 . . . . . 10 80
4 8
5 . . . . . 10 22
6-10 5
11-22 3

Man-Thing
MARVEL, 1979
1 . . . . . 3 14
2-11 2

Man-Thing
MARVEL, 1997
1-8 3

Marc Spector: Moon Knight
MARVEL, 1989
1 3
2-7 2
8-9 3
10-18 2
19-25 3
26-31 2
32-33 3
34-49 2
50 3
51-54 2
55 . . . . . 3 18
56-57 3
58-60 2
Special 1 . . . 3

Martha Washington Goes to War
DARK HORSE, 1994
1-5 3

Martian Manhunter
DC, 1998
0-1 3
2-21 2
22-36 3
1000000 . . . 3
Anl 1-2 3

Marvel Adventure
MARVEL, 1975
1 . . . . . 4 ▽ 25
2-3 3
3/30¢ 20
4 3
4/30¢ 20
5 3
5/30¢ 20
6 3

Marvel Age: Fantastic Four
MARVEL, 2004
1 3
2-9 2

Marvel Age Hulk
MARVEL
1-2 2

Marvel Age: Spider-Man
MARVEL, 2004
1-4 3
5-15 2

Marvel Age Spider-Man Team Up
MARVEL
1-2 2

Marvel and DC Present
MARVEL, 1982
1 . . . . . 12 ▽ 16

Marvel Chillers
MARVEL, 1975
1 . . . . . 5 44
2 3
3 . . . . . 5 ▽ 47
4 3
4/30¢ 20

CBG News Digest

Legion - Marvel $

Antefilm and Marvel bringing animated *FF* to small screen

Antefilm Productions has announced a deal with Marvel Enterprises to produce 26 half-hour animated episodes of *The Fantastic Four*, based on the First Family of Marvel super-heroes. The series is not scheduled for release until the entire run is complete and in the can, so it will not hit the small screen until late 2006, at the earliest.

The Fantastic Four live-action movie is being filmed for a mid-2005 release. The movie stars **Ioan Gruffudd** as Reed Richards and Mr. Fantastic, **Michael Chiklis** as Ben Grimm and The Thing, **Jessica Alba** as Susan Storm and The Invisible Woman, **Chris Evans** as Johnny Storm and The Human Torch, and **Julian McMahon** as Doctor Doom, in what is being touted as the first in a series. The addition of an animated series indicates that Marvel is further developing *The Fantastic Four* as an ongoing franchise, perhaps to fill the void that will be left by *Spider-Man* when **Sam Raimi** and the current cast finish their theatrical run with *Spider-Man 3* in 2007.

Marvel, Meredith to develop and publish children's books

Meredith Corporation and Marvel Enterprises have announced a multi-year agreement to develop and publish children's-book products, including sound storybooks, coloring books, and picture storybooks, all featuring Marvel super-heroes.

Marvel characters and super-hero teams featured will include Spider-Man, The Fantastic Four, The Incredible Hulk, The X-Men, Iron Man, and Captain America. A preschool variant on Spider-Man, "Spider-Man & Friends," will also be featured prominently in Meredith's offerings. No information has yet been released regarding whether "Spider-Man & Friends" will include Iceman or Firestar. Initial offerings will be released next spring.

— James Mishler

Third Schulz installment heads Fantagraphics goods

Fantagraphics Books has released its spring 2005 catalog, with the third volume of **Charles M. Schulz**' *The Complete Peanuts* leading the way. The 346-page book offers all the daily and Sunday strips published during 1955 and 1956. This hardbound text with dust jacket retails for $28.95, and the fourth volume (1957-1958) is due out later in 2005.

Other catalog highlights include *The Complete Crumb Vol. 17* by **R. Crumb**, **Tony Millionaire**'s new hardcover collection of the weekly strip *Maakies* in *Der Struwwelmaakies*, and the fictional graphic novel *The Three Paradoxes* by **Paul Hornschemeier**.

Multiple artists contributed to the new quarterly anthology *Mome*. The first issue, running 136 color and black and white pages, is available from Fantagraphics for $14.95. Catalogs are available from Fantagraphics at (206) 524-1967 or *www.fantagraphics.com*.

— Ray Sidman

	Loses sight	Kingpin appears	Fights Electro	Fights Ani-Men	Spider-Man appears	Fights Sub-Mariner	Cover says #4	"Lifeform"	Mignola cover	Deathlok appears	Trading card	Elektra appears	*Daredevil/ Deadpool*
	377 JUL 98	378 AUG 98	379 SEP 98	380 OCT 98	Annual 1 SEP 67	Annual 2 FEB 71	Annual 3 JAN 72	Annual 4 CA. 76	Annual 5 CA. 89	Annual 6 CA. 90	Annual 7 CA. 91	Annual 8 CA. 92	Annual 9 CA. 93	Annual 10	Ann. 1997 SEP 97
NM Price	$2	$2	$2	$3	$40	$9	$9	$6	$4	$3	$3	$3	$3	$3	$3

The Gift #1-6

With its catchy verbal introduction at the start of each issue and the episodic nature of the story, it's easy to think that Raven Gregory might have pitched this as a television series before he started self-publishing this book last year. And, while it would have been nice to catch this on NBC Wednesdays, it works just fine as a comic book.

RAVEN GREGORY
WRITER:
RAVEN GREGORY
ARTISTS:
TYLER KIRKHAM, MARCO GALLI
COLOR • 32 PGS.@ $2.95@

Each issue, a mysterious traveler known as The Ancient One bestows a gift of power to someone in need. As formulaic as this sounds, Gregory keeps it surprisingly fresh by avoiding freak-of-the-week clichés and focusing on each recipient's varied reactions to this new "gift." The chapters thus far have seemingly been standalones, but nothing within the story postulates that these diverse events will remain unrelated, an observation Gregory goes so far as to point out in one of the issue's text pages.

It's a little reminiscent of projects like J. Michael Straczynski's *Rising Stars*, but it remains nothing short of an intriguing and beautifully drawn introduction to a story whose grand scope has yet to be revealed. Image Comics has picked up the series with #8.

★★★ **— Jim Johnson**

www.thegiftcomic.com

RETROVIEW
Justice Society of America #6 ★

"Give Me Liberty ..."

The team goes to Bahdnesia to figure out why the native populace disappeared.

It's yet another set-up issue with the team marking time on a cruise ship because Bahdnesia doesn't allow air traffic. Even the characters are bothered by this slow approach to the case, remarking that Green Lantern could easily fly them in (and readers certainly figured that he could do it invisibly).

An end-of-issue fight between Ted "Wildcat" Grant and the island's heavyweight champion doesn't help the lack of action, nor does Doctor Mid-Nite's solo run-in with guards.

DC
Jan 1993 • 21 pp.
Writer: Len Strazewski
Pencils: Mike Parobeck
Inks: Mike Machlan
Cover: Mike Parobeck

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	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Marvel Chillers CONTINUED		
5	3	
5/30¢	20	
6	3	16
6/30¢	20	
7	3	
Marvel Classics Comics MARVEL, 1976		
1	7	
2	5	
3	5	8
4	5	14
5	5	
6-27	4	
28 ➥1st Mike Golden art	8	21
29-36	4	
Marvel Collectors' Item Classics MARVEL, 1966		
1	48	
2	30	251
3-4	26	
5-10	15	
11-17	12	
18	12	66
19-20	12	
21-22	10	
Marvel Comics Presents MARVEL, 1988		
1	4	18
2-5	3	
6-53	2	
54-62	3	
63-71	2	
72	4	13
73	3	
74	3	13
75-77	3	
78	3	13
79-86	3	
87-175	2	
Marvel Double Feature MARVEL, 1973		
1	15	140
2	8	
3	4	
4-15	3	
15/30¢	20	
16	3	
16/30¢	20	
17-21	3	
Marvel Family FAWCETT, 1945		
1	1100	
2	525	
3	425	
4-5	315	
6-10	265	
11-20	200	
21-30	165	
31-40	135	
41-70	100	
71-81	85	
82-89	75	
Marvel Fanfare MARVEL, 1982		
1	5	15
2	3	18
3-5	3	
6-50	2	
51	3	
52-60	2	
Marvel Fanfare MARVEL, 1996		
1	2	
2-6	1	
Marvel Feature MARVEL, 1971		
1 ▽	85	390
2	40	175
3	35	87
4	12	
5	6	38
6	6	32
7	6	34
8	6	
9	6	45
10	6	
11 ➥Thing vs. Hulk	20	215
12	12	140
Marvel Feature MARVEL, 1975		
1 △	5	41
2-4	3	
4/30¢	20	179
5	3	
5/30¢	20	
6	3	35
7	3	31
Marvel Knights MARVEL, 2000		
1	4	
1/Variant	5	
2-15	3	
Marvel Knights MARVEL, 2002		
1-6	3	
Marvel Knights 4 MARVEL, 2004		
1	4	
CGC 9.9 avg		66
2-12	3	
Marvel Knights Spider-Man MARVEL, 2004		
1	5	
CGC 9.9 avg		80
2	4	
3-4	3	
5	2	
6-8	3	
Marvel Legends: Wolverine MARVEL, 2003		
1	0	
2	20	
3	13	
4-5	14	
6	20	
Marvel Mangaverse: Spider-Man MARVEL, 2002		
1	2	12
Marvel Movie Premiere MARVEL		
1	3	26
Marvel Premiere MARVEL, 1972		
1 ▽	18	127
2	12	44
3	16	104
4	8	37
5-7	6	
8	6	43
9	6	28
10	9	
11-12	5	
13	5	34
14	5	47
15 ➥1st Iron Fist	40	306
16 ➥2nd Iron Fist	20	73
17	10	47
18	10	49
19	10	
20	10	35
21	10	56
22 ▽	10	32
23	10	17
24 ▽	10	31
25	15	52
26	4	
27	4	38
28 ▽	5	55
29	3	
29/30¢	20	
30	3	
30/30¢	20	
31	2	
31/30¢	20	
32	2	13
33-36	2	
36/35¢	15	
37	2	
37/35¢	15	
38	2	16
38/35¢	15	16
39	2	
40	2	20
41-49	2	
50 ➥1st Alice Cooper	13	32
51-56	2	
57	4	20
58-60	3	
61	2	
Marvel Presents MARVEL, 1975		
1	4	
2	3	20
3	4	48
4	4	
4/30¢	20	
5	4	
5/30¢	20	
6	4	
6/30¢	20	
7-10	4	
11	4	14
12	4	
Marvel Preview MARVEL, 1975		
1	3	
2 ➥Punisher origin	25	185
3 ➥Blade app.	5	
4	4	
5-7	3	
8 ➥Blade app.	5	
9-24	3	
Marvels MARVEL, 1994		
0	4	
1	5	
2	5	13
3-4	5	
Marvel's Greatest Comics MARVEL, 1969		
23-31	6	
32	6	53
33-34	6	
35-37	5	
38-50	4	
51-63	3	
63/30¢	20	
64	3	
64/30¢	20	
65-70	3	
71-96	2	
Marvel 1602 MARVEL, 2003		
1	4	13
2	5	
CGC 9.9 avg		95
3-5	4	
6	5	
CGC 9.9 avg		105
7	4	
8	5	
CGC 9.9 avg		115
Marvel 65th Anniversary Special MARVEL		
1	5	

For issues not listed here, check our **STANDARD CATALOG OF COMIC BOOKS.** The largest book about comics ever, it includes prices and details for more than 155,000 comic books.

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△ #1

DAREDEVIL™ THE MAN WITHOUT FEAR! Volume 2

Beginning again

A shot of adrenaline was given to *Daredevil* when Marvel restarted the series in 1998 with writer Kevin Smith and artist Joe Quesada on the first several issues. In a nod to the title's original run, Quesada put the original series' numbering in his signature.

Image © 1998 Marvel

	0.5	1	1/Ltd.	1/Var	2	2/Var	3	4	5	5/Var
	1/2 issue	Kevin Smith starts	Signed edition	Variant cover		J. Scott Campbell cover			Death of Karen Page	B/W and red cover
NM Price	NOV 98 $6	NOV 98 $11	NOV 98 $13	NOV 98 $6	DEC 98 $4	DEC 98 $4	JAN 99 $4	FEB 99 $4	MAR 99 $4	MAR 99 $4

Justice Society of America #7 ★★

© DC Comics

DC
Feb 1993 • 22 pp.
Writer: Len Strazewski
Pencils: Mike Parobeck
Inks: Mike Machlan
Cover: Mike Parobeck

"... or Give Me Death!"

A previously untold portion of Johnny Thunder's origin is revealed, as the team uncovers the truth behind the new Bahdnesia.

Geez, real original title for this two-issue story arc. Who didn't see *that* coming after the preceding issue?

At least this story arc wrapped up quickly, if a little too neatly. There's more action than usual, but The Atom's worrying about being too old to keep fighting and about what might happen to his friends, especially Ted Grant, is getting old. The Atom needs to grow up.

So: one sub-plot wrapped up, one to go.

CBG copies **Then $1.25 NOW $1**

UNSLABBED Near Mint / SLABBED CGC 9.4 NM

Marvel Spotlight
MARVEL, 1971
1 ..... 10 — 75
2 ..... 36 △ — 482
➥1st Werewolf
3 ..... 16 △ — 112
4 ..... 16 — 103
5 ..... 60 △ — 972
➥1st Ghost Rider
6 ..... 22 ▽ — 152
7 ..... 18 — 121
8 ..... 18 — 81
9 ..... 13 — 108
10 ..... 13 ▽ — 132
11 ..... 13 — 72
12 ..... 13 — 77
13 7
14-15 6
16-20 5
21 ..... 5 — 34
22 6
23-24 5
25-27 3
27/30¢ 20
28 ..... 8 — 45
28/30¢ 18
29 ..... 6 — 28
29/30¢ 15
30-31 3
32 ..... 7 — 38
33 3

Marvel Super Action
MARVEL, 1977
1 ..... 4 — 27
2-3 3
3/35¢ 15
4 3
5-37 2

Marvel Super Action
MARVEL, 1976
1 ..... 30 — 124

Marvel Super-Heroes
MARVEL, 1966
12 ..... 50 ▽ — 352
➥1st Captain Mar-vell
13 ..... 30 — 118
14 ..... 60 — 270
➥Reprints 1st Kirby
15 ..... 20 — 151
16 20
17 ..... 20 — 89
18 25
➥1st Guardians
19 ..... 9 — 78
20 9
21-26 6
27 ..... 10 — 49
28 8
29 ..... 8 — 38
30 8
31 ..... 12 — 99
32-38 5
39-45 4
46-57 3
57/30¢ 20
58 3
58/30¢ 20
59-80 3
81-105 2
Special 1 .. 40 — 113
➥1966 one-shot

Marvel Super Heroes Secret Wars
MARVEL, 1984
1 ..... 3 — 15
2 2
3 ..... 2 — 18
4 3
CGC 9.9 avg — 101
5-6 2
7 3
8 ..... 11 ▲ — 30
CGC 9.9 avg — 809
9-10 2
11 ..... 3 — 11
CGC 9.9 avg — 77
12 2

Marvel Super Special
MARVEL, 1977
1 ..... 45 — 343
2 ..... 6 — 33
3 6
4 20
5 ..... 25 — 216
6 4
7 3
8 6
9-10 5
11-13 4
14 3
15 5
16 6
17-41 4

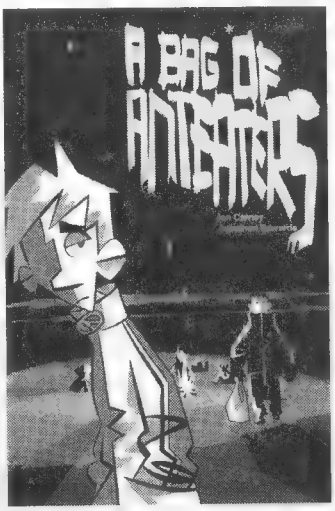
Marvel Tales
MARVEL, 1964
1 165
2 ..... 85 — 270
3 40
4 ..... 22 — 92
5 22
6-9 16
10 15
11-13 10
14 ..... 10 — 53
15 ..... 10 — 121
16-17 10
18 ..... 10 — 68
19 10
20 ..... 10 — 67
21-31 8
32 ..... 8 — 42
33 ..... 3 — 45
34-67 3
67/30¢ 20
68 3
68/30¢ 20
69 3
69/30¢ 20
70 3
70/30¢ 20
71-80 2
80/35¢ 15
81 2
81/35¢ 15
82 2
82/35¢ 15
83 2
83/35¢ 15
84 2
84/35¢ 15
85-97 2
98-99 5
100 ..... 2 — 18
101-105 ... 2
106 4
107-136 ... 2
137-138 ... 5
139-144 ... 3
145-286 ... 2
286/Collectors. 3
287-291 ... 2

Marvel Team-Up
MARVEL, 1972
1 ..... 150 △ — 660
2 ..... 32 ▽ — 101
3 ..... 32 △ — 97
4 ..... 32 ▽ — 171
5 ..... 16 △ — 87
6 ..... 16 — 58
7 16
8 ..... 16 — 67
9 ..... 16 ▽ — 64
10 ..... 16 ▽ — 71
11 13
12 ..... 13 — 90
13 ..... 13 — 48
14 13
15 ..... 13 — 63
16 ..... 13 — 40
17 13
18 ..... 13 — 51
19 13
20 ..... 13 — 59
21 ..... 8 — 27
22-23 8
24 ..... 8 — 38
25 ..... 8 ▽ — 35
26-31 8
32-33 5
34 ..... 5 — 39
35-41 5
42 ..... 5 — 29
43 ..... 5 — 31
44 5
44/30¢ 20
45 5
45/30¢ 20
46 5
46/30¢ 20
47 4
47/30¢ 20
48 4
48/30¢ 20
49-52 4
53 ..... 15 — 63
➥X-Men app.
54 ..... 4 — 30
55-57 4
58 ..... 4 — 18
58/35¢ 15
59 4
59/35¢ 15
60 4
60/35¢ 15
61 ..... 4 — 19
61/35¢ 15
62 4
62/35¢ 15
63-65 4
66 ..... 7 — 33
➥Captain Britain app.
67-76 4
77 ..... 4 — 23
78-93 4
94 ..... 4 — 17
95-99 3
100 ..... 6 △ — 23
101 3
102 ..... 3 — 10
103-116 ... 3
117 ..... 3 — 16
118-125 ... 3
126 ..... 3 — 17
CGC 9.9 avg — 56
127-147 ... 3
148 ..... 3 — 10
149 3
150 ..... 3 — 15
Anl 1 ..... 30 ▽ — 117
Anl 2 6
Anl 3 4
Anl 4-6 3
Anl 7 2

Marvel Two-In-One
MARVEL, 1974
1 ..... 22 — 196
2 ..... 9 — 42
3 ..... 7 — 40
4 7
5-6 8

CBG News Digest

Ian Carney drawing focus of Slave Labor in February



Slave Labor Graphics is focusing on writer **Ian Carney** for its February 2005 solicitations. Carney's one-shot with artist **Jonathan Edwards**, *Bag of Anteaters*, is being offered, as well as a new collection of his series with artist **Woodrow Phoenix**, *Sugar Buzz*. *Bag* sells for $2.95, while the collection costs $12.95.

SLG describes *Bag* as "a sortabiographical tale ... It details the fragile relationship between teen friends ... as they struggle through a day filled with drunkenness, dating, inflatable paddling pools, and plastic anteaters."

As part of the promotion, SLG also has a *Randy the Skeleton* trade paperback, which Carney did with illustrator **Aidan Potts**. Another Carney-Phoenix collaboration, *Where's It At, Sugar Kat?* trade paperback, also is solicited for February. Both retail for $12.95.

Writer-artist **Jhonen Vasquez**' *Johnny the Homicidal Maniac* #1 and *Director's Cut* trade collection of the series, plus *Squee!* are all available. The trade costs $19.95, while the others are $2.95 each.

9 Chickweed Lane creator begins next big chapter

The creator of United Feature Syndicate comic strip *9 Chickweed Lane*, **Brooke McEldowney**, has turned to the arts — rather, she plans to introduce one of the central characters, 18-year-old Edda Burber, to the arts via an audition with a prestigious ballet company.

"There comes a time in all our lives when a chapter closes, and a new one opens," McEldowney said. The strip began 11 years ago with Edda (at age 12), her mother (Juliette), and grandmother (Gran) living together. Edda moves out, and the effect is dramatic, according to the creator.

— Ray Sidman

Marvel - Marvel $

Death of Mysterio — 1st Echo; David Mack writes and draws — Kingpin's trial — Brian Michael Bendis writes — Bob Gale writes

	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	APR 99	MAY 99	JUN 99	DEC 99	MAR 00	MAY 00	JUN 00	OCT 00	MAR 01	APR 01	MAY 01	JUN 01	JUL 01	AUG 01	SEP 01
NM Price	$4	$4	$4	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3

Infinite Ryvius

Infinite Ryvius is based on an anime series and it certainly reads like a pedestrian anime adaptation. The art is tentative and awkward, but you've just got to admire the way the story avoids SF clichés and conventions.

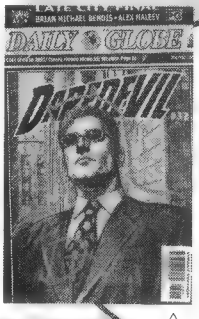
COMICSONE
WRITER:
YATATE HAJIME
ARTIST:
SHINSUKI KURIHASHI
B/W • 200 Pgs.
$9.95

It's basically a mix of *Degrassi High* and a *Star Trek* series where the focus is on the lower decks where people actually work for a living. And, while there certainly are space battles, mysterious enemies, and giant robots, don't get excited — you never get to see any of it.

The emphasis in this youth space soap opera is definitely on the soap as we watch the main characters become attracted to each other while they struggle with their unglamorous jobs (sadly, the poor girls' ambitions never rise any higher than being space stewardesses and instead end up becoming space lunch ladies) in increasingly desperate conditions.

★★★ **— S.A. Bennett**

www.comicsone.com
ISBN: 1-58899-008-7



△ #32

DAREDEVIL™ THE MAN WITHOUT FEAR!
Volume 2

An ethical dilemma

In the the power struggle that followed an attack on The Kingpin, Matt Murdock's secret identity was leaked to *The Daily Globe*, setting off a media frenzy in the Marvel universe. Murdock sued *The Globe*, but the furor has yet to die down.

Image © 2002 Marvel

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Marvel Two-In-One MARVEL, 1974		
7	5	22
8-10	5	
11	3	
12	3	24
13-15	3	
15/30¢	20	
16	3	
16/30¢	20	
17	3	
17/30¢	20	
18	3	
18/30¢	20	118
19-24	3	
25	3	23
26-28	2	
28/35¢	15	
29	2	
29/35¢	15	
30	2	
30/35¢	15	
31	2	
31/35¢	15	
32-42	2	
43	2	18
44-50	2	
51	3	17
52	2	16
53	2	
54	4	
55-99	2	
100	3	
Anl 1	4	
Anl 2 ➥Warlock dies	16	52
Anl 3-4	2	
Anl 5	3	
Anl 6-Anl 7	2	
Marvel Universe: The End MARVEL, 2003		
1-6	4	
Marvel vs. DC DC, 1996		
1-4	4	
Ashcan 1	1	
Mask DARK HORSE, 1991		
0	5	
1-2	4	
3-4	3	
Mask DARK HORSE, 1995		
1-17	3	
Master of Kung Fu MARVEL, 1974		
17 ▽	14	55
18	7	
19	6	24
20	6	
21-30	5	
31	5	22
32-39	4	
39/30¢	20	
40	3	
40/30¢	20	
41	3	
41/30¢	20	
42	3	
42/30¢	20	
43	3	
43/30¢	20	
44-53	3	
53/35¢	15	
54	3	
54/35¢	15	
55	3	
55/35¢	15	
56-60	3	
61	3	16
62-94	3	
95	3	13
96-99	3	
100	4	
101-124	2	
125	3	
Anl 1	20	102
Masters of the Universe DC, 1982		
1	3	
CGC 9.9 avg		80
2-3	2	
Masters of the Universe MARVEL, 1986		
1	4	22
2-13	3	
Masters of the Universe IMAGE, 2002		
1	3	
1/Gold	6	
2-4	3	
Masters of the Universe IMAGE, 2003		
1	6	
1/Variant	3	
2-6	3	
4/Boris/Bell cvr	6	
Masterworks Series of Great Comic Book Artists DC, 1983		
1-3	3	
Maxx IMAGE, 1993		
0.5	5	
0.5/Gold	16	
1	3	
1/3D	5	
1/Variant	6	
2-10	3	
11-35	2	
M.D. E.C., 1955		
1	80	
2-5	65	
Megaton MEGATON, 1983		
1-2	3	
3	5	43
4-7	2	
8	3	
Holiday 1	3	
Men in Black AIRCEL, 1990		
1	15	
2	10	
3	8	

RETROVIEW
Justice Society of America #8 ★

"Whispering Death!"

A racially motivated attack on a hospital brings both Hourman and Johnny Quick out of retirement.

Hey, here's a thought: If you're going to spotlight Johnny Quick and his speed formula, get the formula right, OK? In an earlier issue, Jesse said it as "3X2 (9Y7) 4A" and this issue both she and her father say it as "3X2 (94Z) 4A." It's really "3X2 (9YZ) 4A."

Oh, and finally, *finally*, Strazewski goes back to the subplot introduced in #2 with the Halls, but just barely, with only five pages devoted to it. Obviously, there's more to come, but, with only two issue left in the series, it better wrap up fast.

DC
Mar 1993 • 22 pp.
Writer: Len Strazewski
Pencils: Mike Parobeck
Inks: Mike Machlan
Cover: Mike Parobeck

No CGC copies

Then $1.25 NOW $1

© DC Comics

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Men of War DC, 1977		
1	4	
2-26	3	
Meridian CROSSGEN, 2000		
1	4	
CGC 9.9 avg		40
2-44	3	
Metal Gear Solid IDEA & DESIGN WORKS, 2004		
1	4	
1/Silver	35	
Metal Men DC, 1963		
1	350	
2	175	
3-5	110	
6-10	80	
11-20	55	
21-26	45	
27 ➥Metal Men	80	
28-30	42	
31-41	24	
42-44	12	
45-56	6	
Metal Men DC, 1993		
1	3	
2-4	2	
Metamorpho DC, 1965		
1	45	
2	24	
3	20	
4-5	16	
6-9	12	
10	14	
11-17	10	
Metamorpho DC, 1993		
1-4	2	
Mickey Mouse DELL, 1953		
28-30	25	
31-40	22	
41-50	20	
51-60	16	
61-70	15	
71-80	14	
81-100	12	
101-120	11	
121-140	10	
141-147	8	
148	8	29
149-160	8	
161-180	7	
181-200	6	
201-210	5	
211-220	4	
221-240	3	
241-256	2	
Mickey Mouse and Friends GEMSTONE, 2003		
257-270	3	
Micronauts MARVEL, 1979		
1	4	16
2-5	3	
6-58	2	
59	2	
CGC 9.9 avg		53
Anl 1-2	3	
Special 1-5	2	
Micronauts MARVEL, 1984		
1	2	
CGC 9.9 avg		23
1-20	2	
Micronauts IMAGE, 2002		
1	3	16
2-11	3	
Midnight, Mass DC, 2002		
1-8	3	
Mighty Comics ARCHIE, 1966		
40-41	15	
42	15	59
43-50	15	
Mighty Heroes DELL, 1967		
1	50	
2	35	
3	35	194
4	35	
Mighty Marvel Western MARVEL, 1968		
1	20	
2	13	
3-5	10	
6-9	8	
10-14	6	
15	6	40
16	4	
17-21	5	
22-45	4	
45/30¢	20	
46	4	
Mighty Samson GOLD KEY, 1964		
1	30	
2-3	18	
4-5	12	
6-10	10	
11-20	8	
21-31	5	
32	4	

Arrows track **ACTUAL ONLINE SALES** of **slabbed CGC 9.4 (NM) copies** of each issue.

- ▲ A black up arrow indicates the average price paid has gone **up THREE months in a row**
- ▲ A gray up arrow indicates the average price paid has gone **up TWO months in a row**
- △ An open up arrow indicates the average price paid has gone **up since last month**
- ▽ An open down arrow indicates the average price paid has gone **down since last month**

	20	21	22	23	24	25	26	27	28	29
						Gale ends	Bendis returns		Silent issue	
NM	SEP 01	OCT 01	OCT 01	NOV 01	NOV 01	DEC 01	JAN 02	FEB 02	MAR 02	APR 02
Price	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3

Justice Society of America #9 ★★

© DC Comics

DC
Apr 1993 • 22 pp.
Writer: Len Strazewski
Pencils: Mike Parobeck
Inks: Mike Machlan
Cover: Mike Parobeck

"Hearts of Darkness, Eyes of Hate!"

The public as well as The JSA's closest friends turn against them through the machinations of an old foe.

The story almost starts in the middle with no build-up, a trick that Strazewski should have used in earlier issues. But, at this point in the series, it really doesn't matter what he does, nothing's going to save this train wreck of a series. Clues are dropped throughout the issue, but it takes Green Lantern at issue's end to reveal who the villain is to readers who missed the previous issue.

And Strazewski joins a long line of writers who didn't make Guy Gardner more than a one-dimensional character.

Last CGC copy: 9.6 **Then $1.25 NOW $1**

UNSLABBED SLABBED
Near Mint CGC 9.4 NM

Millie the Model Comics
MARVEL, 1945
1 500
2 300
3-8 190
9 175
10 140
11 100
12 85
13-14 . . . 110
15 85
16 110
17-20 85
21-30 60
31-40 38
41-60 35
61-70 28
71-99 25
100 32
101-130 . . 15
131-154 . . 12
155-180 . . 10
181-207 . . . 9
Anl 1 140
Anl 2 95
Anl 3-4 . . . 70
Anl 5 . . . . . 65 64
Anl 6-10 . . 45
Anl 11-12 . 25

Ministry of Space
IMAGE, 2001
1-3 3

Miracleman
ECLIPSE, 1985
1 . . . . . 10 28
2 . . . . . 8 18
3 . . . . . 8 18
4 . . . . . 8 20
5-7 8
8 . . . . . 8 13
9-10 10
11 14
12 . . . . . 14 18
13 . . . . . 18 22
14 . . . . . 24 20
15 . . . . . 70 △ 87
16 . . . . . 16 16
17 25
18 20
19-22 15
23 16
24 . . . . . 25 38
3D 1 10

Mission: Impossible
DELL, 1967
1 24
2-4 18
5 12

Mr. District Attorney
DC, 1948
1 600
2 265
3-5 200
6-10 155
11-14 . . . 110
15 . . . . . 110 269
16-20 . . . 110
21-30 85
31-40 75
41-50 60
51-67 50

Mister Miracle
DC, 1971
1 . . . . . 24 150
2 . . . . . 15 86
3 . . . . . 12 73
4 . . . . . 11 85
5 . . . . . 11 99
6 . . . . . 10 ▽ 67
7 10
8 . . . . . 10 59
9-10 8
11 . . . . . 7 47
12-13 7
14 . . . . . 7 56
15-16 7
17 . . . . . 7 30
18 7
19-25 5
Special 1 . . . 4

Mister Miracle
DC, 1989
1 3
2-5 2
6-28 1

Mister Miracle
DC, 1996
1-7 2

Modeling with Millie
MARVEL, 1963
21 65
22-30 48
31-35 36
36 . . . . . 36 ▽ 37
37-40 36
41-54 30

Monkees
GOLD KEY, 1967
1 45
2 30
3 24
4-5 20
6-10 18
11-17 12

Monsters on the Prowl
MARVEL, 1971
9 8
10-15 5
16 . . . . . 6 41
17-30 4

Monsters Unleashed
MARVEL, 1973
1 . . . . . 21 ▽ 135
2 14
3-5 10
6-11 7
Anl 1 . . . . . 7 47

Moon Knight
MARVEL, 1980
1 . . . . . 4 27
2-20 3
21-24 2
25 3
26-34 2
35 3
36-38 2

Moon Knight
MARVEL, 1985
1 3
2-6 2

Moon Knight
MARVEL, 1998
1-4 3

Moon Knight
MARVEL, 1999
1-4 3

Morbius: The Living Vampire
MARVEL, 1992
1 2
1/Collectors . . 3
2-24 2
25 3
26-32 2

More Fun Comics
DC, 1936
7-8 5600
9 6500
10 3250
11 2850
12-13 . . 2450
14 12500
➥1st Dr Occult
15-16 . . 5000
17 4500
18-20 . . 2150
21-25 . . 1950
26-29 . . 1775
30-40 . . 1625
41-45 . . 1325
46-50 . . 1200
51 5000
➥Spectre cameo
52 54000
➥1st Spectre story
53 35000
54 9700
55 12400
➥1st Dr. Fate
56 4400
57-59 . . 3100
59/30¢ . . 4500
60 3100
61-64 . . 2500
65-66 . . 2660
67 6850
68-70 . . 2100
71 5750
72 1725
73 12200
➥1st Aqmn, GrnAr
74 2450
75-80 . . 1725
81-88 . . 1150
89 1325
90-99 . . . 940
100 1060
101 7850
➥1st Superboy
102 1375
103 1025
104-105 . 760
106-107 . 650
108-110 . 165
111-120 . 140
121-124 . 115
125 575
➥Superman cover
126 115
127 225

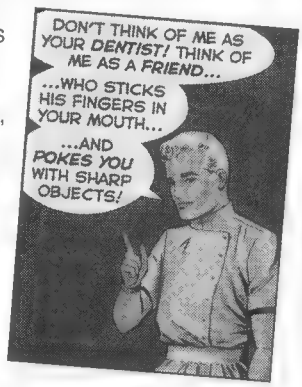
Morlock 2001
ATLAS-SEABOARD, 1975
1 . . . . . 3 30
2-3 2

Ms. Marvel
MARVEL, 1977
1 . . . . . 4 28
2 . . . . . 3 13
3-4 3
5 . . . . . 3 33
6 . . . . . 3 20
6/35¢ 15
7 . . . . . 3 23
7/35¢ 15
8 3
8/35¢ 15
9 3
9/35¢ 15

CBG News Digest

Lustig opts for single-panel theory with new website

Last Kiss creator **John Lustig** has begun to sell single frames of comics via his website *www.LastKissComics.com*, which recently went live. The site offers the colored panels on magnets and note cards to retailers as well as direct to collectors.

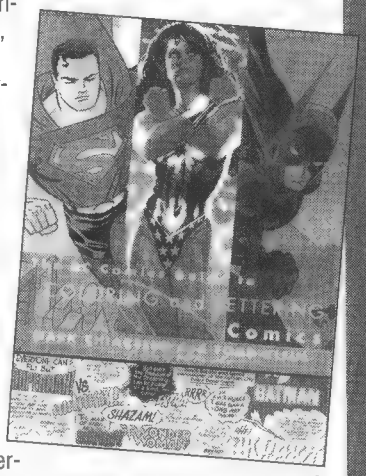


Early in its existence, the site offers 47 different cards and 48 different magnets, plus three of the four *Last Kiss* comic books. Sample pages can be read at the site.

Lustig said the market of book, gift, and greeting card stores provides the focus of sales for his site, though he is, "inordinately tickled by every sale we make to comic shops. I'm still a comics geek at heart!"

DC's Chiarello and Klein write artist *Guide*

Seeking insider experience on the coloring and lettering fields in the comics industry? DC Comics' **Mark Chiarello** and **Todd Klein** have written *The DC Comics Guide to Coloring and Lettering Comics*, new from Watson-Guptill.



Chiarello is editorial art director for DC, while Klein is an award-winning letterer whose work includes Vertigo's *Sandman*, among other projects.

The duo cover basic concepts through advanced applications in 24 chapters contained in four parts: "Coloring," "The Computer as a Coloring Tool," "Lettering" and "Computer Lettering." The 128-page book showcases work from some of DC's most recognized artists in 150 color and black and white illustrations. Many of the well-known illustrations are shown with color varieties or other experimentation, such as removing black line work, to better exemplify numerous facets of coloring.

The $19.95 guide provides insights to balloon placement, fonts, and other aspects of the lettering field, also with several before-and-after demonstrations.

— Ray Sidman

Marvel - Ms. $

Kingpin attacked ▼ Identity revealed ▼ Spider-Man appears ▼ Elektra appears ▼ 25¢ issue ▼

	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44
	MAY 02	JUN 02	JUL 02	AUG 02	SEP 02	OCT 02	NOV 02	DEC 02	DEC 02	JAN 03	FEB 03	MAR 03	APR 03	APR 03	APR 03
NM Price	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$1	$3	$3	$3

JLA #107

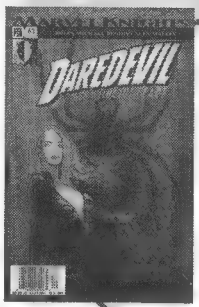
Under the guidance of Mark Waid and other capable writers, Wally West's Flash has grown over the last decade or so, moving beyond his impatient, impulsive self to the man he is today: a thoughtful, mature adult. Sure, he still prefers speed to speculation and fisticuffs to figuring, but he's hardly the hyperactive, impulse-like character Kurt Busiek (of Astro City fame) depicts in this, the first issue of an eight-part story arc billed on the cover as "Justice League of America vs. Crime Syndicate of Amerika."

DC
WRITER:
KURT BUSIEK
ARTIST:
RON GARNEY
Color • 44 Pgs.
$2.25

Except that the syndicate in question doesn't even appear until the last page. Leading up to this appearance is a routine scenario in which Flash and Martian Manhunter perform routine maintenance aboard the Justice League Watchtower. Things accelerate a bit when The Construct (a hostile electronic consciousness) materializes as a menacing monster, but the issue feels padded with techno-babble and forced character moments that are less than captivating. Adding to the mediocrity is the art, which is unsuccessful in depicting Flash as a sleek, streamlined, super-speedster.

★★ **— Brett Weiss**

www.dccomics.com



△ #63

DAREDEVIL™
THE MAN WITHOUT FEAR!
Volume 2

The return of an old flame

In the wake of an off-panel marriage and on-panel divorce, Daredevil was visited by one of his oldest girlfriends, The Black Widow, who was on the run from enemy agents. The Widow was not only looking for Daredevil's help, but also wanted to help him.

Image © 2004 Marvel

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Ms. Marvel CONTINUED		
10	3	
10/35¢	15	
11-15	2	
16	8 △	63
➥Mystique cameo		
17	4	39
18	9 △	164
➥1st Mystique		
19	3	
20-23	2	
Ms. Mystic PACIFIC, 1982		
1	2	14
2	2	
Ms. Tree Quarterly DC, 1990		
1-10	4	
Munsters GOLD KEY, 1965		
1	120	
2	75	
3-5	48	
6-8	34	
9	34 ▽	137
10	34	
11-16	30	
Mutt & Jeff DC, 1939		
1	725	
2	375	
3	290	
4	200	
5	140	
6-10	125	
11-15	90	
16-20	75	
21-30	60	
31-50	40	
51-70	30	
71-90	24	
91-100	18	
101-120	15	
121-124	12	
125	12	126
126-148	12	
My Greatest Adventure DC, 1955		
1	650	
2	350	
3-4	210	
5-6	190	
7-10	155	
11-15	110	
16-18	125	
19	110	
20-21	125	
22-27	85	
28	90	
29-30	85	
31-40	70	
41-61	55	
62-79	35	
80	300	
➥1st Doom Patrol		
81-83	150	
84	150	226
85	150	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
My Only Love CHARLTON, 1975		
1	6	33
2	4	
3-9	3	
Mystery in Space DC, 1951		
1	2500	
2	950	
3	725	
4-7	600	
8	600	1049
9-10	600	
11-15	400	
16-25	320	
26-40	235	
41-52	195	
53	1100	
➥Adam Strange starts		
54	425	
55	250	
56-60	175	
61-71	120	
72-74	95	
75	140	848
➥JLA app.		
76-79	80	
80	80	271
81-86	60	
87	125	
➥Hawkman app.		
88	90	
➥Hawkman app.		
89	90	253
➥Hawkman app.		
90	90	
➥Hawkman app.		
91-103	26	
104-110	12	
111-117	5	
Mystic CROSSGEN, 2000		
1-43	3	
Mystique MARVEL, 2003		
1	3	11
CGC 9.9 avg		113
2-20	3	
Mystique & Sabretooth MARVEL, 1996		
1-4	2	
Mythstalkers IMAGE, 2003		
1-8	3	
'Nam MARVEL, 1986		
1	2	14
2-25	1	
26-84	2	
Namora TIMELY, 1948		
1	2000	
2-3	1200	
Namor, The Sub-Mariner MARVEL, 1990		
1-5	2	
6-36	1	
37	2	
38-49	1	
50	2	
50/Variant	3	
51-62	2	
Ani 1	3	
Ani 2	2	
Ani 3-4	3	

Typhoid Mary returns

RETROVIEW
Justice Society of America #10 ★

"J.S.A. No More?"

Starman returns to the team for its final issue.

The footnote on Page 9 is incorrect, since neither Black Canary nor Doctor Mid-Nite were members of the team in *All-Star Comics* #2 (Fal 40), when the original adventure with Kulak took place, but Parobeck draws them both in, anyway.

After dispensing with the main threat, Strazewski uses Jesse Quick's dissertation on heroes to wrap things up quickly, as the series comes to an end. It's not a classy exit, but it *was* an end, for a while. It would be a few years before fans would get another, much better taste of The JSA.

DC
May 1993 • 22 pp.
Writer: Len Strazewski
Pencils: Mike Parobeck
Inks: Mike Manley
Cover: Mike Parobeck

© DC Comics

No CGC begins

Then $1.25 NOW $1

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
National Comics DC, 1999		
1	2	
Nature Boy CHARLTON, 1956		
3	55	
4	50	
5	50	112
Negation CROSSGEN, 2002		
1-27	3	
New Adventure Comics DC, 1937		
12	3400	
13	3200	
14	2800	
15-20	1975	
21-22	1750	
23-31	1475	
New Adventures of Superboy DC, 1980		
1	4	18
2-20	2	
21-54	1	
New Book of Comics DC, 1937		
1	13000	
2	6500	
New Comics DC, 1935		
1	16000	
2	10000	
3-7	3000	
8-11	2750	
New Fun Comics DC		
1	46000	
2	21000	
3	12000	
4-5	9000	
6	24000	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
New Gods DC, 1971		
1	38	117
2	22	
3	19	45
4-7	16	
8	16	46
9	16	
10	11	
11	11	44
12-19	6	
New Gods DC, 1984		
1-6	2	
New Gods DC, 1989		
1-28	2	
New Gods DC, 1995		
1-11	2	
12	1	
13-15	2	
Newman IMAGE, 1996		
1-4	3	
Newmen IMAGE, 1994		
1	3	
2-4	2	
5-25	3	
New Mutants MARVEL, 1983		
1	4	16
2-24	2	
25-26	3	
27-85	2	
86	3	
➥Cable cameo		

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
87	6 △	26
➥1st Cable story		
88	3	
89-96	2	
97	2	9
98	5	26
99	3	
100	2	13
Ani 1	3	
Ani 2	4	
Ani 3-7	2	
Special 1	2	
Summer 1	3	
New Mutants MARVEL, 2003		
1	4	
2-13	3	
New Shadowhawk IMAGE, 1995		
1-7	3	
New Teen Titans DC, 1980		
1	8 ▲	27
2	5	
3-10	3	
11-21	2	
22	2	11
23-38	2	
39	3	
40	2	
Ani 1-3	2	
New Teen Titans DC, 1984		
1-5	3	
6-49	2	
Ani 1-4	3	

The shaded column indicates **AVERAGE ACTUAL ONLINE AUCTION prices paid** for **slabbed CGC 9.4 (NM) copies** of each issue.

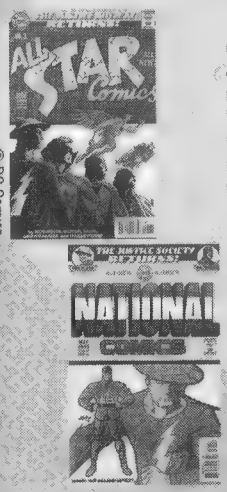
Only those comics that have sold in 9.4 (NM) **more than once** are included in our list. For items that have been sold online many times, we only average the **25 most recent** closed auctions.

We've tracked more than 250,000 online auctions for CGC comics since June 2000. If we don't list a market price, there simply isn't one yet.

Bendis takes a break

David Mack begins

A return to glory



© DC Comics

After more than half-a-decade of guest appearances and little else, The Justice Society came back to prominence in 1999 in the aptly named "The Justice Society Returns" event, which also served as an excuse to dust off a number of Golden Age titles including *More Fun Comics, National Comics, Thrilling Comics,* and *Star-Spangled Comics* for one-shot issues. Two issues of The Justice Society's original "home," *All-Star Comics,* served as bookend issues to the story.

The multi-title story led into an ongoing *JSA* series later that same year, written by James Robinson and David Goyer with art by Stephen Sadowski. Jack Abramowitz will begin Retroviewing it next issue.

UNSLABBED SLABBED
Near Mint CGC 9.4 NM

New Thunderbolts
MARVEL, 2004
1 3

New Titans
DC, 1988
0-59 2
60-61 3
62-99 2
100 3
101-124 . . . 2
125 4
126-130 . . . 2
Anl 5-7 4
Anl 8-10 . . . 3
Anl 11 4

New X-Men (Academy X)
MARVEL, 2004
1-6 3

New York World's Fair Comics
DC, 1939
1939 . . 25500
1940 . . 15500

Next Men
DARK HORSE, 1992
0-20 3
21 . . . . . 30 102
➥Hellboy appears
22-30 3

Nexus Legends
FIRST, 1989
1 3
2-23 2

Nexus
CAPITAL, 1982
1 15
2 10
3 15

Nexus
FIRST, 1983
1 5
CGC 9.9 avg 43
2-5 3
6-80 2
81-84 4
85-98 3

UNSLABBED SLABBED
Near Mint CGC 9.4 NM

Nick Fury, Agent of S.H.I.E.L.D.
MARVEL, 1968
1 . . . . . 55 ▽ 204
2 . . . . . 34 ▽ 136
3 . . . . . 30 214
4 . . . . . 38 △ 164
5 . . . . . 35 137
6 . . . . . 27 105
7 . . . . . 27 113
8 . . . . . 25 99
9-11 24
12 . . . . . 22 △ 86
13 22
14 18
15 . . . . . 49 ▽ 179
➥1st Bullseye
16 . . . . . 19 71
17 19
18 . . . . . 19 87

Nick Fury, Agent of S.H.I.E.L.D.
MARVEL, 1983
1-2 3

Nick Fury, Agent of S.H.I.E.L.D.
MARVEL, 1989
1-47 2

Nightcrawler
MARVEL, 1985
1-4 2

Nightcrawler
MARVEL, 2002
1-4 3

Nightcrawler
MARVEL, 2004
1-2 3

Night Man vs. Wolverine
MALIBU, 1995
0 5

Night Rider
MARVEL, 1974
1 . . . . . 14 83
2-6 7

UNSLABBED SLABBED
Near Mint CGC 9.4 NM

Nightwing
DC, 1995
1 4
2-4 3

Nightwing
DC, 1996
0.5 4
0.5/Platinum . 7
1 . . . . . 11 21
2 6
3 . . . . . 4 8
4-5 4
6-15 3
16-49 2
50 4
51-99 2
1000000 . . . 3
Anl 1 4
GS 1 6

Nightwing: Alfred's Return
DC, 1995
1 4

Nightwing: Our Worlds at War
DC, 2001
1 3

Nine Rings of Wu-Tang
IMAGE, 1999
0 2
1/Variants . . . 3
2-5 3

Ninja High School
ANTARCTIC, 1988
0 3
0/Ltd 4
1 7
2 5
3-10 4
11-22 3
23-31 2
32-49 3
50 4
51-99 3
100 5
101-114 . . . 4
117-120 . . . 3

UNSLABBED SLABBED
Near Mint CGC 9.4 NM

YB 1 6
YB 2-4 5
YB 5-10 . . . 4
Summer 1 . . 3
3D 1 5

Ninjak
VALIANT, 1994
0 3
0/Variant 3
1 4
1/Gold 4
2-14 2
15-26 3
YB 1 4

Noman
TOWER, 1966
1 . . . . . 40 135
2 28

Normalman-Megaton Man Special
IMAGE, 1994
1 3

Not Brand Echh
MARVEL, 1967
1 . . . . . 39 155
2 18
3-5 15
6 9
7 . . . . . 9 35
8 9
9 19
➥Giant issues start
10 . . . . . 19 ▽ 84
11-13 19

Nova
MARVEL, 1976
1 . . . . . 6 △ 27
2 . . . . . 4 18
3-10 3
10/35¢ 15
11 3
11/35¢ 15
12 3
12/35¢ 15
13 3
13/35¢ 15
14 3
14/35¢ 15
15 . . . . . 3 13
16-19 3
20 . . . . . 3 24
21-25 3

Nova
MARVEL, 1994
1 2
1/Variant 3
2-18 2

Nova
MARVEL, 1999
1 3
2-7 2

NYX
MARVEL, 2003
1 8
2 5
3 . . . . . 30 55
➥Wolvie's daughter
4-5 4

Occult Files of Dr. Spektor
GOLD KEY, 1973
1 15
2 8
3-5 5
6-20 4
21-24 2
25 10

UNSLABBED SLABBED
Near Mint CGC 9.4 NM

Ocean
DC, 2004
1-2 3

Official Handbook of the Marvel Universe Daredevil Elektra 2004
MARVEL
1 4

Official Handbook of the Marvel Universe: X-Men 2004
MARVEL, 2004
1 4

UNSLABBED SLABBED
Near Mint CGC 9.4 NM

Oh My Goddess!
DARK HORSE, 1994
Part 1: 1 . . . 5
Part 1: 2-6 . 3
Part 2: 1-8 . 3
Part 3: 1-11 3
Part 4: 1-8 . 3
Part 5: 1-2 . 3
Part 5: 3-4 . 4
Part 5: 5 . . . 3
Part 5: 6-7 . 4
Part 5: 8 . . . 3
Part 5: 9-12 4
Part 6: 1 . . . 4
Part 6: 2-6 . 3
Part 7: 1-8 . 3
Part 8: 1-6 . 4
Part 9: 1-7 . 4
Part 10: 1-5 4
Part 11: 1-2 4

UNSLABBED SLABBED
Near Mint CGC 9.4 NM

Part 11: 3-6 3
88-95 4
96-105 3
106 4
107-109 3
110-112 4

OMAC
DC, 1974
1 . . . . . 10 40
2-3 7
4 . . . . . 7 30
5-6 5
7 . . . . . 5 20
8 5

OMAC: One Man Army Corps
DC
1-4 4

Original Art

Lost Platinum — Henry Dubb

After all these years of fandom, the number of uncatalogued comic books has narrowed, but examples of early comic strip reprints keep turning up even today.

One such title is the 1915 *New Adventures of Henry Dubb*, a 5 x 13.5-inch 32-page softcover booklet in hues of beige and blue from The Socialist Party.

Dubb was a very popular strip in single-tiered daily format that appeared in the party's newspaper. I've seen examples as early as 1912. Henry Dubb was a not-very-bright worker who was duped in every strip by crafty bosses into acting against his own interest. The normal punch line was "I'm a Henry Dubb" as he discovers how he has been deceived.

Henry Dubb was very popular and soon became a standard slur against workers who sided with the bosses during strikes. Years after the strip had ended, books and plays about Henry continued to be produced here and in Europe. The artist, **Ryan Walker,** even ran a school for radical cartoon artists in the 'teens before moving on to work in the mainstream capitalist press in New York.

The *New Adventures of* ... title suggests earlier volumes in the series, though I've never seen any.

— George Hagenauer

Bendis returns ▼ | Black Widow returns ▼ | Nick Fury appears ▼

	54	55	56	57	58	59	60	61	62	63	64	65	66
	JAN 04	FEB 04	MAR 04	APR 04	MAY 04	JUN 04	JUL 04	AUG 04	SEP 04	OCT 04	NOV 04	DEC 04	JAN 05
NM Price	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$4	$4

Jubilee #1

Robert Kirkman is capable of so much more. His re-introduction of Jubilee is far too derivative of any number of other "outsider in a new school" stories. It's been done many times.

MARVEL
WRITER:
ROBERT KIRKMAN
ARTIST:
DEREC DONOVAN
Color • 32 Pgs.
$2.99

In fact, Arcana Studios' *100 Girls* has the same plot, down to the attention from the popular guy, the assault by the jealous girlfriend, and the use of powers in self-defense. Not to say that one is copying from the other; it's a common concept, and a moratorium needs to be placed on it.

That being said, Kirkman's dialogue is quality. Jubilee finally talks like a real teen-ager.

Derec Donovan's art is above average, but he chooses some bizarre camera angles. On page 21, Jubilee looks like she's lying on the floor, with no indication of how she got there. In the next panel, she's standing again.

Donovan also goes for a little titillation with the locker-room fight. All the girls involved are wearing short-shorts and cutoff shirts. Since everyone involved is in high school, is this really appropriate for an all-ages comic book?

★★½ — **Steve Horton**

www.marvel.com

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Omega Men		
DC, 1983		
1-2	2	
3	3	13
4-10	2	
11-19	1	
20	2	
21-38	1	
Anl 1-2	2	
Omega the Unknown		
MARVEL, 1976		
1	7	27
2	6	
2/30¢	20	
3	3	
3/30¢	20	
4-8	2	
9	3	
9/35¢	15	
10	2	
10/35¢	15	
100 Bullets		
DC, 1999		
1	9	
2	7	
3-5	5	
6-10	4	
11-49	3	
50	4	
51-55	3	
Operation: Knightstrike		
IMAGE, 1995		
1-3	3	
Orion		
DC, 2000		
1-25	3	
Our Army at War		
DC, 1952		
1	1300	27
2	625	
3-4	485	
5-10	365	
11	300	
12	260	
13	300	
14	285	
15	250	
16-20	210	
21-31	170	
32-40	130	
41-50	110	
51-56	95	
57-59	90	
60-70	80	
71-80	65	
81	2450	
➥1st Sgt. Rock		
82	625	
83	1050	
➥1st Kubert Rock		
84	240	
85	280	
86-90	240	
91	575	
➥1st all-Rock issue		
92-100	140	
101-110	95	
111-112	90	
113-118	110	
119	90	
120	65	
121	60	
122	55	
123-127	50	
128	225	
➥Sgt. Rock Origin		
129-134	36	
135-137	30	
138	25	
139	25	52
140-142	25	
143	25	265
144-150	25	
151	275	
➥1st Enemy Ace		
152	35	
153	120	472
➥2nd Enemy Ace		
154	24	
155	60	
➥3rd Enemy Ace		
156	30	
157	24	
158	35	
➥1st Iron Major		
159-163	24	
164	50	
➥Giant-sized		
165	30	
166-167	24	
168	40	
169-170	24	
171-176	20	
177	38	
178-181	20	
182-183	24	
184-185	20	
186	22	
187	20	
188-189	18	
190	22	
191	18	
192-198	14	
199-200	20	
201-202	10	
203	22	
204-215	10	
216	28	191
➥Giant-sized		
217-220	8	
221-228	7	
229	22	123
➥Giant-sized		
230-236	7	
237-239	10	
240	16	69
241	10	
242	14	
➥100-page issue		
243-245	10	
246	10	51
247-253	10	
254	10	49
255	10	
256	10	64
257	7	39
258	7	
259	7	34
260-263	7	
264	7	27
265	7	26
266	7	
267	7	28
268-270	7	
271	7	39
272-299	7	
300-301	5	
Our Fighting Forces		
DC, 1954		
1	725	
2	340	277
3	310	

RetroView TARZAN™

1956-1957
Reviewed by Michael Tierney

The jungle world of **Dell/Gold Key**'s *Tarzan* comics are a blend of three parts Edgar Rice Burroughs' novels, one part Johnny Weismuller and Lex Barker live-action material, and one part other jungle aspects — shaken liberally.

Tarzan's comics world is constantly evolving, as lost jungle cities are found, the ape-man finds additional intelligent apes, and other fantastic events occur.

Many story titles in these Retroviews are prefixed "**Tarzan ...**" or "**Tarzan and ...**"

Tarzan ™ Edgar Rice Burroughs Inc.

COST TO OWN THE ORIGINALS IN NM: $354

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
4-5	250	
6-9	190	
10	205	
11-15	135	
16-20	115	
21-30	90	
31-40	75	
41	90	
42-44	70	
45	235	
➥1st Gunner & Sarge		
46	95	
47	80	
48-50	60	
51-60	35	
61-64	28	
65-70	18	
71-80	15	
81-90	10	
91-99	7	
100-120	6	
121-150	5	
151-152	4	
153	4	16
154-160	4	
161	4	25
162-172	4	
173	4	15
174-181	4	
Outer Limits		
DELL, 1964		
1	55	449
2	30	
3	24	
4-10	20	
11-18	10	
Outlaw Kid		
MARVEL, 1954		
1	165	
2	80	
3-10	65	
11-17	54	
18	58	
19	54	
Outsiders		
DC, 1985		
1-3	2	
4-28	1	
Anl 1	3	
Special 1	2	
Outsiders		
DC, 1993		
0	3	
1	3	
CGC 9.9 avg		24
2-24	2	
Outsiders		
DC, 2003		
1-17	3	
Painkiller Jane		
EVENT, 1997		
0	4	
1	3	
1/Red foil	25	
2-5	3	
Partridge Family		
CHARLTON, 1971		
1	30	
2	16	
3-4	14	
5	20	
➥Giant-sized		
6-14	12	
15-21	10	
Peanuts		
GOLD KEY, 1963		
1	125	
2-4	75	
Peter Parker: Spider-Man		
MARVEL, 1998		
1	5	
1/Sunburst	6	24
1/DF	14	54
2	2	
2/Variants	2	
3-28	4	
29	4	15
30-43	3	
44	3	14
45-57	3	
Anl 1998	3	
Anl 1999	4	
Phantom		
DC, 1988		
1-4	2	
Phantom		
DC, 1989		
1-13	2	
Phantom Stranger		
DC, 1952		
1	1100	
2	600	
3-6	475	
Phantom Stranger		
DC, 1969		
1	95	382
2-4	33	
5-7	20	
8-11	16	
12-13	18	
14	18	73
15-16	18	
17	18	74
18	15	60
19-21	15	
22-24	9	
25	9	27
26-30	9	
31	9	44
32	9	
33	9	63
34	9	
35	9	46
36-40	9	
41	9	66

PRICES FOR OTHER UNSLABBED GRADES

Unslabbed (loose) Very Fine/Near Mint is **5/6** (83%) of the Loose NM price above

Very Fine (VF) is **2/3** (67%) of NM

Fine (F) is **1/3** (33%) of NM

Very Good (VG) is **1/5** (20%) of NM

Good (G) is **1/8** (12.5%) of NM

	1	2	3	4	5	6	7	8	9	10
			Three Prophecies	Jack Kirby art		Gorilla cover	Circe on cover	Jack Kirby art		
NM	NOV 56	JAN 57	MAR 57	MAY 57	JUL 57	SEP 57	NOV 57	JAN 58	MAR 58	JUN 58
Price	$1400	$550	$450	$350	$200	$200	$200	$230	$200	$200

△ #1

House of Secrets

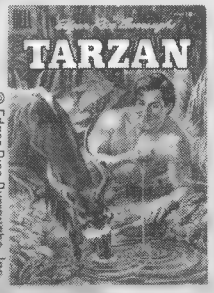
Secret horror

With the Comics Code Authority's ban on the use of such words as "horror" and "terror" in series' titles, publishers were forced to be creative in the 1950s and 1960s, opting for such words as "Secrets" and "Mystery" for their supernatural forays.

Image © 1956 DC Comics

THE BOTTOM LINE

Tarzan #78 ★



© Edgar Rice Burroughs, Inc.

"... the Ivory Poachers" • 15 pp.

Lakunga ivory hunters poach in Tarzan's territory. He spends the night disarming and frightening them.

When an elephant stampede pins Tarzan beneath a tree, a hungry aardvark saves him from an army of ants.

"...Tracks a Little Warrior" • 9 pp.

Dombie sets out to find a unique trophy and is snatched by a Thipdar pterodactyl.

Must be "wear a weird hat day" in the jungle. Both Boy and Dombie are wearing odd-looking head gear.

"Brothers of the Spear" 6 pp.

"Not Even the Gods" 1 text pp.

Dell
Mar 1956
Writer: Gaylord DuBois
Pencils: Jesse Marsh, Russ Manning
Inks: Marsh, Manning
Cover: Morris Gollub

No CGC copies

Then 10c NOW $42

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Phantom Stranger DC, 1987		
1-4	3	
Phantom Zone DC, 1982		
1	2	
2-4	1	
Phoenix ATLAS-SEABOARD, 1975		
1	5	18
2	4	16
3-4	2	
Phoenix: The Untold Story MARVEL, 1984		
1	8	
Pink Panther GOLD KEY, 1971		
1	25	
2	15	
3-5	12	
6-10	8	
11-20	6	
21-40	4	
41-74	3	
75-87	8	
Piracy E.C., 1954		
1	160	
2	115	
3-7	85	
Pitt IMAGE, 1993		
1	2	
CGC 9.9 avg		43
0.5-13	2	
14-20	3	
Planetary DC, 1999		
1	8	
2-5	3	
6	3	6
7-21	3	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Planet Comics FICTION HOUSE, 1940		
1	12400	
2	5250	
3	3600	
4-7	2625	
8-12	1950	
13-14	1525	
15	2700	
16-18	1410	
19-24	1225	
25-30	1090	
31-35	845	
36	845	1505
37-40	845	
41-50	600	
51-53	500	
54	500	1151
55-58	500	
59	500	1646
60	500	
61-70	400	
71-73	300	
Planet of the Apes MARVEL, 1974		
1	20	
2	10	
3	9	29
4-5	8	
6	6	
7-29	5	
Anl 1	4	
Planet of Vampires ATLAS-SEABOARD, 1975		
1-2	4	
3	4	33
Plastic Man DC, 1966		
1	50	
2	28	99
3	22	76
4	22	56
5	22	
6-10	15	
11	4	18
12-20	4	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Plastic Man DC, 2004		
1-12	3	
Plastic Man DC, 1988		
1-4	1	
Plastic Man Lost Annual DC, 2004		
1	7	
Plastic Man Special DC, 1999		
1	4	
Plop! DC, 1973		
1	12	46
2	8	31
3	8	
4	7	25
5	7	28
6	6	17
7-9	6	
10	6	25
11-23	5	
24	8	
Pogo Possum DELL, 1949		
1	375	
2	200	
3-5	150	
6-8	120	
9-13	125	
14	100	
15	100	276
16	100	
Popeye DELL, 1948		
1	125	
2	85	
3-5	60	
6-10	48	
11-20	40	
21-30	32	
31-50	28	
51-65	24	
66-80	20	
81-92	16	
93-100	12	
101-120	8	
121-140	5	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
141-171	3	
Special 1	2	
Popular Comics DELL, 1936		
1	3650	
2	1285	
3	1025	
4	815	
5	750	
6-7	600	
8-10	565	
11-15	455	
16-20	400	
21-30	345	
31-40	300	
41-45	240	
46	310	
➥1st Marvel Man		
47-50	240	
51-60	205	
61-71	160	
72-75	140	
76-78	200	
79-80	140	
81-90	130	
91-96	110	
97	110	185
98-100	110	
101-110	85	
111	50	
112-130	80	
131-145	65	
Power Company DC, 2002		
1-18	3	
Powerless MARVEL, 2004		
1-5	3	
Power Man & Iron Fist MARVEL, 1974		
17	8	
18-20	5	
21-30	4	
30/30¢	20	
31	4	
31/30¢	20	
32	3	
32/30¢	20	
33	3	
33/30¢	20	
34	3	
34/30¢	20	
35-44	3	
44/35¢	15	
45	3	
45/35¢	15	
46	3	
46/35¢	15	
47	3	
48	4	46
49-52	3	
53-55	4	
56	3	
57	5	25
58-65	3	
66	12	41
➥2nd Sabretooth		
67-83	2	
84	6	22
➥Sabretooth app.		
85-125	2	
Anl 1	4	
Power of Shazam DC, 1995		
1	3	
2-42	2	
43-47	3	
1000000	4	
Anl 1	3	

Jack Kirby cover

Gorilla cover

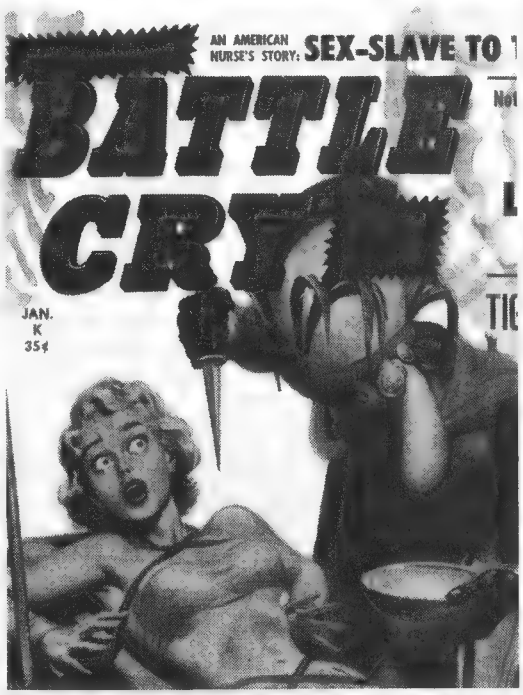
1st Mark Merlin

Henry Boltinoff art

Sea monsters

11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
AUG 58	SEP 58	OCT 58	NOV 58	DEC 58	JAN 59	FEB 59	MAR 59	APR 59	MAY 59	JUN 59	JUL 59	AUG 59	SEP 59	OCT 59
NM Price $200	$200	$125	$125	$125	$110	$110	$110	$110	$110	$85	$80	$100	$80	$80

Original Art



Battle Cry: From comic book to magazine

Most Golden Age collectors are familiar with the practice of comic-book publishers to change titles on comics mid-stream to keep from filing for new Second Class mailing privileges. For instance, E.C.'s science-fiction superheroine *Moon Girl* title became *Moon Girl Fights Crime* and then *A Moon, A Girl, Romance* before settling in as *Weird Science* with #13. Of course *Weird Science* later became *Weird Science Fantasy* and finally ended as *Incredible Science Fiction* with #33.

Some publishers also changed their comic books into other magazines. **Stanley Morse** published some of the most extremely violent comic books of the 1950s. A lot of those "injury to the eye" motifs, cannibal feasts, and other classic delights of pre-Code bad taste were Morse's.

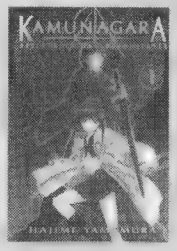
As the Comics Code was enacted, Morse changed his *Battle Cry* comic book into a men's adventure magazine. Men's adventure magazines were 8.5 x 11-inch magazines with painted covers. They contained lurid "true stories" of war, exotic lands, and crime that often were mostly fiction. Issue 21 of the *Battle Cry* comic book became Vol. 1 #21 of *Battle Cry* magazine with "First Issue" emblazoned on its cover. The first few issues had toned-down World War II covers, but within the year Morse was producing some of the most lurid magazines on the newsstand, soon expanding his line to more than a dozen titles.

— George Hagenauer

Omega - Power $

Kamunagara
Vol. 1

Modern teen-agers Kugaya and Takemi are reincarnated lovers from feudal days who have been reborn to battle the demons from another dimension.



ANIME WORKS
WRITER:
HAJIME YAMAMURA
ARTIST:
HAJIME YAMAMURA
B/W• 200 Pgs.
$9.99

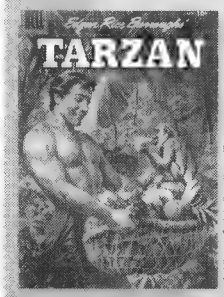
Takemi has wholeheartedly embraced her destiny and wouldn't mind starting up where she left off with Kugaya, but he rejects her as he desperately clings to the last vestiges of his old life. What could have so easily been just another romantic fantasy or clean-cut action series is instead given a gritty Japanese nightmarish horror vibe that's replete with doomed characters and plenty of exceedingly nasty monsters and bloody violence.

These demons have to possess their victims, starting with animals, but soon they've worked up the food chain. Since there's no way to dispossess people, our heroes start leaving bodies in their wake. With sharp art and interesting situations, the only real downside (one that's common to the whole "decompressed" school of storytelling) is after the status of the premise is established, nothing much happens here.

★★★ **— S.A. Bennett**

www.media-blasters.com
ISBN: 1-58655-540-5

RETROVIEW
Tarzan #79 ★★



Dell
Apr 1956
Writer: Gaylord DuBois
Pencils: Jesse Marsh, Russ Manning
Inks: Marsh, Manning
Cover: Morris Gollub

Best CGC copy: 9.0

"... the Black Coats" • 15 pp.

In the valley of the white buffalo from #74, Tarzan discovers Black-Coat baboons are enslaving monkeys.

Tarzan unites local friends — the buffalo's herd and Borok's ape tribe — to free the monkeys.

"... Buto Takes a Vow" • 9 pp.

Fighting two leopards bare-handed, Tarzan falls in a river and is knocked unconscious.

Buto pulls out what he thinks is a dead Tarzan and vows revenge. But Tarzan hasn't drowned and saves Buto from a leopard ambush.

"Brothers of the Spear" 6 pp.

"The Gods Speak" 1 text pp.

© Edgar Rice Burroughs, Inc.

Then 10c NOW $42

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Power of the Atom DC, 1988		
1-18	1	
Power Pack MARVEL, 1984		
1	2	
2-9	1	
10	1	
CGC 9.9 avg		36
11-18	1	
19	2	
20-26	1	
27	4	18
28-43	1	
44-62	2	
Holiday 1	3	
Power Pack MARVEL, 2000		
1	3	
Powerpuff Girls DC, 2000		
1	5	
2-3	3	
4-55	2	
Powers IMAGE, 2000		
1	7	16
2	6	
3	5	
4-10	4	
11-37	3	
Anl 1	4	
Preacher DC, 1995		
1	13	24
2	6	
3-5	5	
6-10	4	
11-49	3	
50-66	4	
Preacher: Dead or Alive DC		
1	20	
Preacher Special: Cassidy DC, 1998		
1	6	
Preacher Special: One Man's War DC, 1998		
1	5	
Preacher Special: Saint of Killers DC, 1996		
1-4	3	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Preacher Special: Tall in the Saddle DC, 2000		
1	5	
Preacher Special: The Good Old Boys DC, 1997		
1	5	
Preacher Special: The Story of You-Know-Who DC, 1996		
1	5	
Predator DARK HORSE, 1989		
1	5	
2	4	
3-4	3	
Predator 2 DARK HORSE, 1991		
1-2	3	
Prez DC, 1973		
1	8	
2-4	4	
Primer COMICO, 1982		
1	5	
2	55	80
➥1st Grendel		
3-4	4	
5	50	
➥1st Sam Kieth art		
6	5	
Primer COMICO, 1996		
1	3	
Prisoner DC, 1988		
1-4	4	
Prophet IMAGE, 1993		
0-10	3	
Prophet IMAGE, 1995		
1	4	
1/Chromium	5	
1/Holochrome	6	
2	3	
2/Platinum	4	
3-8	3	
Annual 1	4	
Psychoanalysis E.C., 1955		
1	100	
2-4	85	
Puffed IMAGE, 2003		
1-3	3	
Pulse MARVEL, 2004		
1	5	
2-4	3	
5	2	
Punisher MARVEL, 1986		
1 ▽	13	43
2	7	18
3	7	24
4	6	18
5	6	21

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Punisher MARVEL, 1987		
1	7	
2-3	4	
4-9	3	
10	4	
11-62	2	
63-74	1	
75	3	
76-80	2	
81-85	1	
86	3	
87-90	1	
91-99	2	
100	3	
100/Variant	4	
101	4	
102-104	2	
Anl 1	4	
Anl 2-7	3	
Punisher MARVEL, 1995		
1	3	
2-18	2	
Punisher MARVEL, 1998		
1	3	
1/Variant	6	
2-4	3	
Punisher MARVEL, 2000		
1	4	
1/Variant	9	
2	4	
2/Variant	6	
3	4	
4-12	3	
Punisher MARVEL, 2001		
1-37	3	
Punisher MARVEL, 2004		
1	4	
CGC 9.9 avg		65
2-13	3	
Punisher Kills the Marvel Universe MARVEL, 1995		
1	20	32
CGC 9.9 avg		183

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Punisher: Movie Adaptation MARVEL, 2004		
1-3	3	
Punisher: The End MARVEL, 2004		
1	5	
CGC 9.9 avg		51
Punisher: The Movie MARVEL, 2004		
1-3	3	
Punisher War Journal MARVEL, 1988		
1	5	19
2-5	3	
6	3	19
7	3	14
8-49	2	
50	3	
51-60	2	
61	3	
62-64	2	
64/Variant	2	
65	3	
66-74	2	
75	4	
76	3	
77-80	2	
Punisher War Zone MARVEL, 1992		
1	3	
CGC 9.9 avg		39
2-22	2	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
23	3	
24-41	2	
Anl 1-2	3	
PvP IMAGE, 2003		
1-9	3	
Quantum Leap INNOVATION, 1991		
1	5	
2-5	4	
6-13	3	
Anl 1	4	
Special 1	4	
Quasar MARVEL, 1989		
1	2	
2-46	1	
47	2	
➥1st Thunderstrike		
48-49	1	
50	3	
51-60	1	
Special 1-3	2	
Question DC, 1987		
1-36	2	
Anl 1	3	
Anl 2	4	
Question DC, 2005		
1	3	
Question Quarterly DC, 1990		
1-5	3	

For issues not listed here, check our **STANDARD CATALOG OF COMIC BOOKS**. The largest book about comics ever, it includes prices and details for more than 155,000 comic books.

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△ #26

HOUSE of SECRETS

Following the formula

Although they could never explain it, DC editors learned that issues with a gorilla on the cover sold better, so it wasn't uncommon to see apes of all types on DC covers in the 1950s and 1960s. Purple-colored objects and people crying were also big sellers.

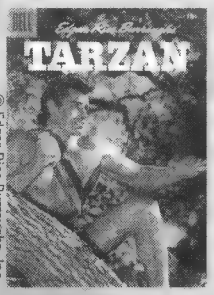
Image © 1959 DC Comics

THE BOTTOM LINE

	26	27	28	29	30	31	32	33	34	35
								Giant falcon story		Aliens on cover
		Fossil Egg story								
NM Price	NOV 59 $80	DEC 59 $80	JAN 60 $80	FEB 60 $80	MAR 60 $80	APR 60 $65	MAY 60 $65	JUN 60 $85	JUL 60 $65	AUG 60 $65

Tarzan #80

★1/2



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Dell
May 1956
Writer: Gaylord DuBois
Pencils: Jesse Marsh, Russ Manning
Inks: Marsh, Manning
Cover: Gordon Scott photo

"... the Thirsty Sands" • 15 pp.

To rebuild the aqueduct to the City in the Sands, Tarzan unites Beni-Adhemi Bedouins with the City of Athne.

This issue starts the photo-cover run of Gordon Scott, the 12th screen Tarzan. It also has Tarzan wearing a boat hat; modern audiences think of Gilligan.

"... the Lonesome Cub" • 9 pp.

Needing a home for an orphaned lion cub, Tarzan finds a lioness that has lost her own cubs.

When Tarzan tries to adopt the cub, Jane argues that they already have too many pets. Boy disagrees.

"Brothers of the Spear" 6 pp.

Two small stories 1 text pp.

Best CGC copy 9.4 — Then 10¢ NOW $30

UNSLABBED SLABBED
Near Mint CGC 9.4 NM

Question Returns
DC, 1997
1 4

Radioactive Man
BONGO, 1993
1 5
88 . . . . . 5 20
216-1000 . . 3

Ragman
DC, 1976
1 . . . . . 5 19
2-5 3

Ragman
DC, 1991
1-8 2

Rai
VALIANT, 1992
0 4
1 . . . . . 5 20
2 . . . . . 4 16
3 . . . . . 4 34
4 . . . . . 4 32
5-7 3
8 . . . . . 3 9
➥adds ...Future Force
25-33 2

Rai and the Future Force
VALIANT, 1993
9 3
➥was Rai
9/Gold 4
9/Ltd 3
10-24 2
➥becomes Rai again

Raiders of the Lost Ark
MARVEL, 1981
1 . . . . . 2 13
2-3 2

Rampaging Hulk
MARVEL, 1977
1 . . . . . 12 130
2 . . . . . 14 8
3-5 5
6-9 4

Rangers Comics
FICTION HOUSE, 1941
1 1700
2 775
3 650
4-5 500
6-12 425
13-19 . . . 360
20-24 . . . 300
25-29 . . . 250
30-39 . . . 175
40-56 . . . 120
57 . . . . . 120 209
58-59 . . . 120
60-69 90

Ranma 1/2
VIZ, 1991
Part 1: 1 . . 25
Part 1: 2 . . 10
Part 1: 3 . . . 8
Part 1: 4-5 . 6
Part 1: 6-7 . 5
Part 2: 1 . . . 7
Part 2: 2 . . . 5
Part 2: 3-11 4
Part 3: 1-13 3
Part 4: 1-11 3
Part 5: 1-12 3
Part 6: 1-14 3
Part 7: 1-14 3
Part 8: 1-13 3
Part 9: 1-11 3
Part 10: 1-11 3
Part 11: 1-11 3
Part 12: 1 . . 3

Rawhide Kid
MARVEL, 1955
1 675
2 320
3-5 185
6-10 140
11-14 . . . 110
15 . . . . . 110 214
16 110
17 380
➥Rawhide Kid origin
18-21 95
22 90
23 180
➥Rawhide Kid origin
24-30 90
31-44 75
45 90
46 60
47-55 34
56 . . . . . 34 59
57 34
58 . . . . . 34 66
59-60 34
61 25
62 . . . . . 25 73
63-70 25
71-85 16
86 . . . . . 16 50
87-92 14
93-97 12
98 . . . . . 12 53
99 12
100 16
101-113 . . 11
114-120 . . . 7
121-133 . . . 6
133/30¢ . . . 20
134 6
134/30¢ . . . 20
135-151 . . . 6
Special 1 . . 12

Rawhide Kid
MARVEL, 1985
1-4 2

Rawhide Kid
MARVEL, 2003
1 5
2 4
3-5 3

Ray
DC, 1992
1 3
2-6 2

Ray
DC, 1994
0-1 2
1/Variant . . . 3
2-24 2
25 4
26-28 2
Anl 1 4

Razor's Edge: Warblade
DC, 2005
1 3

Real Fact Comics
DC, 1946
1 370
2 220
3 200
4 220
5 850
➥Making of Batman
6 700
➥1st Harlan Ellison
7 105
8 380
9 160
10 150
11-12 85
13 300
14 80
15 105
16 270
17-18 80
19 90
20 100
21 80

Realm
1 . . . . . 5 20
2-3 2
4 4
5-15 2
16-21 3

Record of Lodoss War: Chronicles of the Heroic Knight
CPM MANGA, 2000
1-11 3

Record of Lodoss War: The Grey Witch
CPM, 1998
1-22 3

Record of Lodoss War: The Lady of Pharis
CPM
1-8 3

Red Circle Sorcery
RED CIRCLE, 1974
6 6
7-10 4
11 . . . . . 4 17

Red Seal Comics
HARRY A CHESLER, 1945
14 475
15 315
16 . . . . . 315 975
17-19 . . . 285
20-22 . . . 250

Red Sonja
MARVEL, 1976
1 . . . . . 7 33
2-4 3
4/35¢ 15
5-6 3
7-15 2

Red Sonja
MARVEL, 1983
1-2 1

Red Sonja
MARVEL, 1983
1-13 2

Red Wolf
MARVEL, 1972
1 . . . . . 7 111
2-5 4
6-9 3

Resurrection Man
DC, 1997
1-27 3
1000000 . . . 4

Richard Dragon, Kung-Fu Fighter
DC, 1975
1 . . . . . 6 38
2-18 2

Richie Rich
HARVEY, 1960
1 3050
2 850
3 440
4-5 310
6-9 200
10 165
11-15 . . . 100
16-20 75
21-30 50
31-40 35
41-47 22
48 . . . . . 22 120
49 22
50-60 17
61-65 13
66 . . . . . 13 64
67-70 13
71-83 8
84 . . . . . 8 71
85-88 8
89-100 6
101-150 . . . 4
151-200 . . . 3
201-254 . . . 2

Richie Rich Dollars & Cents
HARVEY, 1963
1 200
2 80
3 60
4 . . . . . 60 314
5 60
6-10 24
11-20 16
21-30 10
31-40 8
41-50 6
51-60 4
61-70 3
71-90 2
91-109 1

Richie Rich Millions
HARVEY, 1961
1 90
2 50

Power - Richie $

Original Art

Art Butchers: The Comics Code

While it can be debated as to how badly the Comics Code damaged comic books, the Code definitely damaged a lot of original art, especially during its early years.

As the Code was implemented, changes often had to be made to comics after they were reviewed. These changes almost always were done directly on the art as images were whited out or pasted over and words changed.

The above panel is from *Vooda* #22 published in August 1955 under the Code. It was originally drawn by **Matt Baker** and probably **Al Feldstein** for *Seven Seas* #3 in 1946. The Code required the villain to be changed from a woman into a man, and all knives turned into clubs. South Sea Girl also gained a lot of extra clothes (and a smaller bust) as she was transformed into Vooda. Most of the dialogue and captions were also rewritten and toned down.

The end result is art that is a mess of white out, redrawing, and pasted-over lettering. However, examples of censored art from the dawn of the Comics Code also are important artifacts that show clearly the impact of the Code on the medium. As such, it is the rare occasion where art butchery in some cases actually increases the value of the originals that have been damaged!

— George Hagenauer

Henry Boltinoff art — Frog alien story — Mark Merlin, alien switch bodies — Merlin looks into future — Alex Toth art

36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
SEP 60	OCT 60	NOV 60	DEC 60	JAN 61	FEB 61	MAR 61	APR 61	MAY 61	JUN 61	JUL 61	AUG 61	SEP 61	OCT 61	NOV 61
NM Price $65	$65	$65	$65	$65	$65	$65	$65	$65	$65	$65	$65	$85	$85	$85

The Last Day

One can disagree with Dave Sim's thoughts on religion and can differ with his attitude toward women, but one cannot dispute his talent. "The Last Day" makes his skill, and Gerhard's, as apparent as ever.

AARDVARK/ VANAHEIM
WRITER:
DAVE SIM
ARTISTS:
SIM, GERHARD
B/W • 262 Pgs.
$20

"The Last Day" is, quite literally, the story of Cerebus' last day. Ancient, decrepit, and suffering from a wide variety of afflictions, Cerebus anticipates a visit from his estranged son, Shep-shep. Few people can make the internal dialogue of an old man trying to get into or out of bed interesting; happily, Sim is one of them.

The first 40 pages are a dream Cerebus has, a revelation of Creation, which he writes in a new Book. This cosmology-cum-theology is sort of Genesis by way of Hawking. It's rather profound and hard to read (Olde English type, often white on black) and it may not interest all readers. It's worth reading, but the work is still completely comprehensible if it's skipped.

The first printing is a limited signed-and-numbered edition of 1,000. When a mass edition becomes available, it's worth grabbing.

★★★★ — **Jack Abramowitz**

ISBN: 0-919359-21-3

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Richie Rich Millions CONTINUED		
3	35	
4-5	28	
6	20	276
7	20	
8-10	16	
11-20	13	
21-30	9	
31-40	7	
41-50	5	
51-60	4	
61-90	3	
91-110	2	
111-113	1	
Richie Rich Money World HARVEY, 1972		
1	46 △	334
2	18	
3	15	
4-5	10	
6-10	8	
11-20	5	
21-30	4	
31-59	3	
Richie Rich Success Stories HARVEY, 1964		
1	240	
2	75	
3	50	
4-5	40	
6	30	
7	30	178
8-10	30	
11-20	18	
21-25	14	
26-30	12	
31-40	8	
41-70	5	
71-100	3	
101-105	2	
Ride IMAGE, 2004		
1	3	
CGC 9.9 avg		13
Rima Jungle Girl DC, 1974		
1	9	40
2-3	7	
4	7	28
5-7	7	
Ringo Kid MARVEL, 1970		
1	12	
2	8	
3-10	5	
11	4	
12	4	36
13-27	4	
27/30¢	20	
28	4	
28/30¢	20	
29-30	4	
Rip Hunter, Time Master DC, 1961		
1	350	
2	140	
3	115	
4-5	95	
6-7	85	
8-15	70	
16-20	58	
21-25	48	
26-29	40	
Rising Stars IMAGE, 1999		
0	5	
0/Gold	12	
0.5	3	
1/Holofoil	8	
CGC 9.9 avg		75
1/Chromium	10	
1/Kids	7	
1/Fighting	6	
1/Funeral	5	
1/Wizard	4	
2	3	
2/DF	4	
2/DF Gold	7	
3-21	3	
Ashcan 1/Con	6	
Ashcan 1	3	
Rising Stars: Bright IMAGE, 2003		
1-3	3	
Robin DC, 1991		
1-2	3	
3-5	2	
Anl 1-2	3	
Robin DC, 1993		
0	2	
1	4	15
1/Variant	4	
2-14	2	
14/Variant	3	
15-49	2	
50	3	
51-74	2	
75	3	
76-99	2	
100	4	
101-125	2	
126 ➥Robin quits	5	
127 ➥New Robin	4	
128	3	
129-131	2	
1000000	3	
Anl 1-3	3	
Anl 4	4	
Anl 5	3	
Anl 6	4	
GS 1	6	
Robin II DC, 1991		
1	1	
1/Collector's	10	
2	1	
2/Collector's	9	
3	1	
3/Collector's	6	
4	1	
4/Collector's	4	
Robin Plus DC, 1996		
1-2	3	

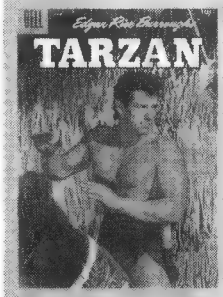
	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Robin: Year One DC, 2000		
1-4	5	
Robin III: Cry of the Huntress DC, 1992		
1-6	1	
1-6/Variant	3	
Robotech: The Macross Saga COMICO, 1984		
1	8	13
2	4	
3-5	3	
6-36	2	
Rocket Raccoon MARVEL, 1985		
1	1	
CGC 9.9 avg		27
1-4	1	
Rocky and His Fiendish Friends GOLD KEY, 1962		
1	100	
2	75	
3	75	181
4-5	60	
Rogue Battlebook MARVEL		
1	4	
Rogue MARVEL, 1995		
1-4	3	
Rogue MARVEL, 2001		
1-4	3	
Rom MARVEL, 1979		
1	5	28
2-10	2	
11-16	1	
17-18	2	
19-23	1	
24-25	2	
26-53	1	
54	1	
CGC 9.9 avg		41
55	1	
56	1	
CGC 9.9 avg		45
57-75	1	
Anl 1-4	1	
Roman Holidays GOLD KEY, 1973		
1	20	
2-3	10	
Ronin DC, 1983		
1	4	13
2-5	3	
6	5	
Ruse CROSSGEN, 2001		
1-26	3	
Sabretooth MARVEL, 1993		
1-4	3	
Special 1	5	
Sabretooth MARVEL		
1-3	3	
Sabretooth Classic MARVEL, 1994		
1-15	2	
Sabretooth: Mary Shelley		
Overdrive MARVEL, 2002		
1-4	3	
Sabrina the Teenage Witch ARCHIE, 1971		
1	45	
2	20	
3-5	12	
6-10	10	
11-17	8	
18-20	6	
21-30	5	
31-50	4	
51-60	3	
61-77	2	
Holiday 1-3	2	
Sabrina the Teenage Witch ARCHIE, 1996		
1	2	
Saga of the Swamp Thing DC, 1982		
1	3	
2-19	2	
20 ➥Alan Moore starts	15	27
21	12	24
22-25	6	
26-27	4	
28	4	17
CGC 9.9 avg		46
29-32	4	
33	3	
34	5	

Arrows track **ACTUAL ONLINE SALES** of **slabbed CGC 9.4 (NM) copies** of each issue.

- ▲ A black up arrow indicates the average price paid has gone **up THREE months in a row**
- ▲ A gray up arrow indicates the average price paid has gone **up TWO months in a row**
- △ An open up arrow indicates the average price paid has gone **up since last month**
- ▽ An open down arrow indicates the average price paid has gone **down since last month**

RETROVIEW
Tarzan #81 ★

"... the Beasts of Mokar" • 15 pp.



Paul D'Arnot, now a retired captain, recruits Tarzan to help save Professor DuMont, trapped in the city of Mokar.

DuMont's dog, Roland, leads Tarzan and D'Arnot to the lost cliff city, guarded by hundred of Mandrels.

"... the Wall of Fire" • 9 pp.

Dombie has been forcibly adopted by two chimpanzees. A forest fire complicates Tarzan's rescue attempt.

Boy is back to wearing his weird hat and is loaded down with body jewelry and earrings. Tarzan's tree house is appearing regularly.

"Brothers of the Spear" 6 pp.

"Friendship is a Treasure" 1 text pp.

Dell
June 1956
Writer: Gaylord DuBois
Pencils: Jesse Marsh, Russ Manning
Inks: Marsh, Manning
Cover: Gordon Scott photo

Best CGC copy **9.4** **Then 10¢ NOW $30**

© Edgar Rice Burroughs, Inc.

△ #61

HOUSE of SECRETS™

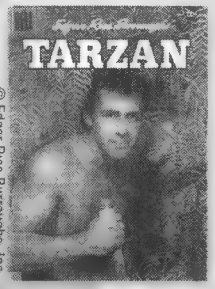
A cursed villain

House of Secrets #61 featured the introduction of Eclipso, an evil being who took over the body of scientist Bruce Gordon whenever the sun was obscured. So, shouldn't he have been able to take over every night? Apparently not.

image © 1963 DC Comics

	51	52	53	54	55	56	57	58	59	60
			"Mark Merlin's Giant Double"		Robot fights alien		Shadow invasion	Origin of Mark Merlin		
NM Price	DEC 61 $52	JAN 62 $52	MAR 62 $52	MAY 62 $52	JUL 62 $52	SEP 62 $52	NOV 62 $52	JAN 63 $52	MAR 63 $52	MAY 63 $52

Tarzan #82 ★★



© Edgar Rice Burroughs, Inc.

Dell
Jul 1956
Writer: Gaylord DuBois
Pencils: Jesse Marsh, Russ Manning
Inks: Marsh, Manning
Cover: Gordon Scott photo

"... the Chasms of Opar" • 15 pp.

A plane lands on the rock of Opar. Tarzan and La reveal a jewel vault, but earthquakes bury the treasure hunters.

When Tarzan again rejects Queen La's romantic overtures, she calls for her Crooked Men to spear him. Tarzan is saved by his white pygmy allies.

"... the Nandi's Den" • 9 pp.

To lead a giant Nandi bear into an uninhabited valley, Tarzan steals her cub and uses himself as bait.

The next time this hat appears, Boy pirate hat appears, he will stick ostrich feathers in it and start dancing. Seriously.

"Brothers of the Spear" 6 pp.

"The Words of Tamai" 1 text pp.

Best CGC copy: **9.6** Then 10¢ NOW **$30**

UNSLABBED Near Mint / SLABBED CGC 9.4 NM

35-36 . . . 3
37 . . . . . 30 △ 57
➥1st Hellblazer
38 15
39-40 9
41-45 4
Anl 1 3
Anl 2 4
Anl 3 3

Sam & Twitch
IMAGE, 1999
1-26 3

Sandman
DC, 1974
1 . . . . . 8 ▽ 47
2 . . . . . 5 25
3-6 4

Sandman
DC, 1989
1 . . . . . 21 ▽ 40
2 . . . . . 11 31
3 11
4-7 4
8 . . . . . 12 61
➥1st Death
8/Ltd 35
9-14 4
15-21 3
22 . . . . . 4 13
23-49 3
50 5
50/Gold . . . 20
51-74 3
75 4
Special 1 . . . 5

Sandman: A Gallery of Dreams
DC, 1994
1 . . . . . 3 13

Sandman Midnight Theatre
DC, 1995
1 7

Sandman Mystery Theatre
DC, 1993
1 4
2-49 3
50 4
51-70 3
Anl 1 4

Savage Dragon
IMAGE, 1992
1-3 3

Savage Dragon
IMAGE, 1993
0.5 3
0.5/Platinum . 4
1-3 3
4-12 2
13 3
14 2
15-24 3
25 4
26-49 3
50 6
51-74 3
75 6
76-99 3
100 9
101-118 . . . 3

Savage Dragon/ Hellboy
IMAGE, 2002
1 6

Savage She-Hulk
MARVEL, 1980
1 . . . . . 5 26
2 . . . . . 3 19
3-5 3
6-25 2

Savage Sword of Conan
MARVEL, 1974
1 . . . . . 60 196
2 . . . . . 28 100
3 . . . . . 16 58
4 . . . . . 12 55
5-10 12
11-20 8
21-29 6
30-50 5
51-173 3
174-235 . . . 2
Anl 1 . . . . . 8 73
Special 1 . . . 6

Savage Tales
MARVEL, 1971
1 88
2 . . . . . 32 115
3 . . . . . 20 68
4 20
5 . . . . . 12 72
6-11 10
12 8
Anl 1 . . . . . 8 82

Scion
CROSSGEN, 2000
1-43 3

Scooby-Doo
MARVEL, 1977
1 . . . . . 12 50
2-4 7
5-9 4

Scooby-Doo
ARCHIE, 1995
1-21 2

Scooby-Doo
DC, 1997
2-90 2
Summer 1 . . 4
Special 1-2 . 4

Scooby Doo, Where Are You?
GOLD KEY, 1970
1 60
2-8 24
9-11 18
12 . . . . . 18 87
13-18 18
19 . . . . . 18 89
20-30 12

Scooby Doo, Where Are You?
CHARLTON, 1975
1 15
2 10
3-5 7
6-10 6
11 5

Scorpion
ATLAS-SEABOARD, 1975
1 . . . . . 3 37
2 . . . . . 2 26
3 2

Scribbly
DC, 1948
1 900
2 550
3-5 430
6-10 325
11-15 265

Sea Devils
DC, 1961
1 300
2 175
3 120
4-5 85
6-10 55
11-12 38
13 42
14-20 38
21-28 28
29 . . . . . 28 160
30-35 28

Secret Defenders
MARVEL, 1993
1 3
2-11 2
12 3
13-24 2
25 3

Secret Origins
DC, 1961
Anl 1 400

Secret Origins
DC, 1973
1 . . . . . 14 58
2 8
3-4 7
5-7 6

Secret Origins
DC, 1986
1 5
2-50 2
Anl 1-3 2
GS 1 5
Special 1 . . . 2

Secret Six
DC, 1968
1 . . . . . 30 165
2 15
3-5 12
6 . . . . . 15 59
7 20

Secret Society of Super-Villains
DC, 1976
1 . . . . . 7 29
2-5 4
6-15 3

Secrets of Haunted House
DC, 1975
1 . . . . . 10 125
2 6
3-4 5
5-9 4
10 . . . . . 4 23
11-20 4
21-30 3
31 4
32-46 3

Secrets of Sinister House
DC, 1972
5 5
6-9 4
10 6
11-16 4
17 . . . . . 4 75
18 4

Secret War
MARVEL, 2004
1 10
CGC 9.9 avg 158
1-2 4
2 6
3 4

Sensational Spider-Man
MARVEL, 1996
-1 2
0 5
1 2
1/Collectors . . 4 15
2 2
2/Collectors . . 3
3-11 2
11/Collectors . 7
12-24 2
25 3
25/Wanted . . 3
26-33 2
Anl 1996 . . . 3

Sensation Comics
DC, 1942
1 32400
2 5200
3 2750
4 1850
5 1550
6 1400
7-10 1140
11-19 . . . 1075
20 . . . . . 1075 895
21-30 . . . 840
31-34 . . . 610
35-40 . . . 560
41-44 . . . 495
45 . . . . . 495 800
46-50 . . . 495
51-58 . . . 455
59 . . . . . 455 942
60 455
61-67 . . . 395
68 500
➥1st Huntress
69 . . . . . 395 662
70 395
71 380
72 . . . . . 380 1569
73-80 . . . 380
81 425
82-83 . . . 385
84 . . . . . 385 1060
85-90 . . . 385
91-93 . . . 190
94 350
95-99 . . . 190
100-109 . 450

Richie - Sensation $

Original Art

British Marvel art: Who drew it?

For decades there have been British comic books that have reprinted American Marvel comic-book stories. Largely these have been anthology books which came out weekly and serialized longer stories. As such, one 20-page American issue of *Spider-Man* might stretch over several British issues as a continuing story combined with segments of other Marvel titles like *The Incredible Hulk*.

As a result, many of these required new covers and splash pages added to the original Marvel stories. In the 1970s, much of this new art was done by Marvel staff artists in America. With 1970s American Marvel covers often bringing thousands of dollars and splashes not far behind, the British covers can be a way to get a striking cover of your favorite hero for less money.

You do need to be wary of artist identification on splash pages. The splash page credits refer to the original art for the American story. In most cases the new British splash was drawn by a different artist. For instance, the Man-Thing splash above has printed art credits for **Mike Ploog**. However on the back it is stamped "pencil JR and inks ME" — indicating that the British splash page was probably done by **John Romita** and **Mike Esposito**.

— George Hagenauer

	1st Eclipso		Eclipso story		Alex Toth art	Alex Toth art	Alex Toth art			Eclipso cover			1st Prince Ra-Man		
	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
	JUL 63	SEP 63	NOV 63	JAN 64	MAR 64	MAY 64	JUL 64	SEP 64	NOV 64	JAN 65	MAR 65	MAY 65	JUL 65	SEP 65	NOV 65
NM Price	$80	$60	$50	$50	$50	$65	$40	$36	$36	$36	$36	$36	$36	$36	$36

Major Damage

For some comic-book stories, computer-generated images are simply gimmicks — for others, it's essential. *Major Damage* falls somewhere in the middle. The graphic novel puts both 3-D imagery and classic 2-D illustration to good use.

SKY DOG PRESS
WRITER:
CHRIS BAILEY
ARTIST:
CHRIS BAILEY
Color • 96 Pgs.
$14.95

Major Damage is a classic super-hero story with a twist. Major Damage is a character in a comic book read by our young hero, Melvin Grimes — and also, now, Melvin is Major Damage, transmogrified into the hero of his dreams after a misunderstanding by some visiting aliens. While the 3-D story (taken from the animated short, also available separately) is worthy on its own merits, the 2-D Major Damage stories give us something we haven't seen in a long time: a quick, coherent, fun origin story, with characters the reader immediately cares about!

The 3-D/2-D double feature presented is light for the price but leaves the reader craving more. With Pixar's CGI super-hero smash hit *The Incredibles* a success, the *Major Damage* animated film is sure to be put on the fast track. Hopefully, so will more *Major Damage* comics!

★★★ **— James Mishler**

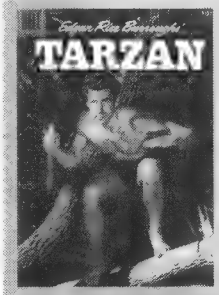
www.skydogcomics.com
www.majordamage.net

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Sensation Comics		
DC, 1999		
1	2	
Sgt. Fury		
MARVEL, 1963		
1	1175	
2	400	
3-5	225	
6-10	150	
11-12	80	
13	400	1763
➥Cap America app.		
14	60	290
15	60	
16	60	241
17-18	50	
19	50	197
20-21	30	
22	30	94
23-24	30	
25	30	110
26	30	110
27	30	
28	30	136
29-31	30	
32-38	25	
39	20	89
40	20	64
41	15	60
42-48	15	
49	15	70
50	15	48
51	15	
52	15	62
53-54	15	
55	15	58
56	14	51
57	14	
58	14	50
59	14	58
60-63	14	
64-67	12	
68	12	44
69-75	12	
76	12	50
77-99	12	
100	20	103
101	12	
102	10	
103-110	8	
111-121	6	
122-131	5	
132-133	4	
133/30¢	20	
134	4	
134/30¢	20	
135-151	4	
152-167	3	
Anl 1	125	
Anl 2	55	
Anl 3	30	97
Anl 4	22	
Anl 5	10	
Anl 6-7	9	
Sgt. Rock		
DC, 1977		
302	14	
303-310	9	
311-320	8	
321-330	6	
331-341	5	
342-350	4	
351-390	3	
391-422	2	
Anl 1-4	4	
Sgt. Rock		
DC, 1991		
14-22	2	
Special 1-2	3	
Sgt. Rock Special		
DC, 1988		
1-13	3	
Sgt. Rock's Prize Battle Tales		
DC, 2000		
1	6	
Shade Changing Man		
DC, 1977		
1	4	38
2	3	13
3-8	3	
Shade Changing Man		
DC, 1990		
1	3	
2-49	2	
50	3	
51-70	2	
Shadow		
DC, 1973		
1	12 ▽	42
2	8	33
3	8	
4	6	38
5	4	15
6	5	
7-12	4	
Shadow		
DC, 1986		
1	3	
2-4	2	
Shadow		
DC, 1987		
1	3	
2-19	2	
Anl 1-2	3	
ShadowHawk		
IMAGE, 1992		
1	3	
1/Variant	2	
2-3	3	
4	2	
ShadowHawk		
IMAGE, 1993		
1	4	
1/Gold	3	
2	2	
2/Gold	3	
3	3	
ShadowHawk		
IMAGE, 1993		
0-1	3	
2	2	
3-4	3	
12-13	2	
14-18	3	
Special 1	4	

RETROVIEW
Tarzan #83

★1/2

"... the Channel Pirates" • 15 pp.



Channel Pirates terrorize an Arab fishing village.

Name confusion: There have been several apes called Korak, which is Boy's name in the novels. The leader of this village is Sheik Ibrahim, which is also the name of Tarzan's mortal enemy.

"... the Stranger from Pal-ul-don" • 9 pp.

Chief Buto's village is attacked, first by a Pal-ul-don gryf, then by N'goro warriors.

Tarzan steers the triceratops into the N'goros and then sets the beast on the trail home through the Great Swamp.

"Brothers of the Spear" 6 pp.

"The Lion Hunt Dance" 1 text pp.

Dell
Aug 1956
Writer: Gaylord DuBois
Pencils: Jesse Marsh, Russ Manning
Inks: Marsh, Manning
Cover: Gordon Scott photo

Best CGC copy: **9.6**

Then 10c NOW $30

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	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Shadowman		
VALIANT, 1992		
0	3	
0/Variants	4	
1	3	18
2-43	3	
YB 1	4	
Shadow Strikes!		
DC, 1989		
1	3	
2-31	2	
Anl 1	4	
Shang Chi: Master of Kung Fu		
MARVEL, 2002		
1-6	3	
Shanna the She-Devil		
MARVEL, 1972		
1	23	109
2	6	
3-5	4	
Shazam!		
DC, 1973		
1	16	65
2	5	
3	5	31
4	4	
5-7	3	
8	14	64
➥100-page issue		
9-10	3	
11	3	29
12-17	9	
18-27	3	
28	2	
29-35	3	
Shazam: The New Beginning		
DC, 1987		
1-4	2	
She-Hulk		
MARVEL, 2004		
1	12	
2	7	
3	4	
4-8	3	
Sherlock Holmes		
DC, 1975		
1	6	29
S.H.I.E.L.D.		
MARVEL, 1973		
1	13	50
2-5	5	
Shock Illustrated		
E.C., 1955		
1-2	200	
3	800	
Shock SuspenStories		
E.C., 1952		
1	850	
2	500	
3	350	
4	325	
5	290	
6-7	350	
8	260	
9-11	210	
12	225	
13	350	
➥Frazetta art		
14-15	200	
16-18	170	
Shogun Warriors		
MARVEL, 1979		
1	4	22
2-20	2	
Showcase		
DC, 1956		
1	2850	
2	800	
3	775	
4	26000	
➥1st Silver Age Flash		
5	925	
6	3600	
7	1800	
8	11500	
➥2nd SA Flash		
9	7200	
10	2600	
11-12	1625	
13-14	4200	
15	1650	
16	900	
17	2200	
➥1st Adam Strange		
18	1100	
19	1100	3125
20	850	
21	450	
22	5600	
➥1st SA Grn. Lantern		
23	1600	
24	1500	
25-26	275	
27	700	
28-29	350	
30	750	
31-32	340	
33	325	
34	1250	
35	650	
36	475	
37	525	
38	350	
39-40	300	
41-42	150	
43	450	
44	100	
45	275	
46-47	95	
48-52	65	
53-54	80	
55	220 ▽	801
➥Dr. Fate origin		

The shaded column indicates **AVERAGE ACTUAL ONLINE AUCTION prices paid** for **slabbed CGC 9.4 (NM) copies** of each issue.

Only those comics that have sold in 9.4 (NM) **more than once** are included in our list. For items that have been sold online many times, we only average the **25 most recent** closed auctions.

We've tracked more than 250,000 online auctions for CGC comics since June 2000. If we don't list a market price, there simply isn't one yet.

△ #80

HOUSE OF SECRETS™

From heroes to horror

After 10 years of slightly supernatural stories with Mark Merlin (who later became Prince Ra-Man) and Eclipso, *House of Secrets* changed its focus to creepier stories in 1969 with #81, which came out after a three-year hiatus for the title.

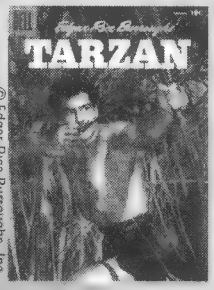
Image © 1966 DC Comics

Eclipso/Ra-Man crossover — Horror stories begin — Neal Adams art — Alex Toth art — Gil Kane art

	76	77	78	79	80	81	82	83	84	85
NM Price	JAN 66 $36	MAR 66 $36	MAY 66 $36	JUL 66 $36	SEP 66 $45	SEP 69 $45	NOV 69 $15	JAN 70 $15	MAR 70 $15	MAY 70 $15

Tarzan #84

★★1/2



© Edgar Rice Burroughs, Inc.

Dell
Sep 1956
Writer: Gaylord DuBois
Pencils: Jesse Marsh, Russ Manning
Inks: Marsh, Manning
Cover: Gordon Bavin photo

"... the Eye of Thoth" • 15 pp.

Tarzan and Argus stop the Mitzeriam from sacrificing Prince Thyron in the fire from the Eye of Thoth.

News of Thyron's capture is brought by Rython — the use of similar names continues.

"... the Hunting Pack" • 9 pp.

Tarzan and Boy adopt an injured wild hunting dog, who promptly has pups that grow up to hunt with Tarzan.

After saving Boy from a hyena's attack, the mother leads her pack back to the wild, having paid her debt to Tarzan.

"Brothers of the Spear" 6 pp.

"Of a Feast and Devils" 1 text pp.

Best CGC copy: 9.2 — Then 10¢ NOW $30

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
56	100	
57	120	
58	120	387
59	115	445
60	225	653
➥Spectre origin		
61	100	342
62	70	
63	40	
64	110	348
➥Spectre app.		
65	40	
66	21	93
67	21	
68	21	83
69-71	21	
72	21	86
73 ▽	85	263
➥1st Creeper		
74	38	149
➥1st Anthro		
75	62	264
➥1st Hawk & Dove		
76-77	45	
78	34	
79-80	45	
81	30	159
82	45	119
83-84	40	
85	12	
86	12	65
87	12	
88-89	8	
90-93	7	
94	10	27
➥New Doom Patrol		
95-96	8	
97-99	5	
100 △	5	33
101	5	23
102	5	
103	5	27
104	5	

Sigil
CROSSGEN, 2000

1	3	
CGC 9.9 avg		45
2-42	3	

Silver Streak Comics
LEV GLEASON, 1939

1	10500	
2	3800	
3	3200	
4	1600	
5	1900	
6	13500	
7	8300	
8	3200	
9	1900	
10	1500	
11	1000	
12-14	850	
15-19	700	
20-23	600	

Silver Surfer
MARVEL, 1968

1	375	1203
2 ▽	160	344
3	135	526
4	255	851
➥Surfer vs. Thor		
5	70	269
6	70	287
7	70	367
8	80	372
9	60	231
10 △	53	209
11	53	253
12	53	192
13	53	269
14 ▽	100	433
➥Spider-Man app.		
15	54	241
16	54	214
17	54	200
18 ▽	54	215

Silver Surfer
MARVEL, 1968

1-2	3	

Silver Surfer
MARVEL, 1987

-1-0.5	3	
0.5/Platinum	6	
1	7	16
2	6	
CGC 9.9 avg		37
3-10	4	
11-14	3	
15	4	
16-24	3	
25	4	
26-31	3	
32-33	2	
34	5	20
35	4	
36-38	3	
39-45	2	
46-47	3	
48-49	2	
50	5	15
51-74	2	
75	4	
CGC 9.9 avg		36
76-85	2	
85/Collectors	3	
86-90	2	
91	1	
92-99	2	
100	3	
100/Variant	4	
101-124	2	
125	3	
126-146	2	
Anl 1-7	4	
Anl 1997-98	3	

Silver Surfer
MARVEL, 2003

1	2	
2-4	3	
5-6	2	
7-14	3	

Silver Surfer
MARVEL, 1982

1	12	

Sinister House of Secret Love
DC, 1971

1	70	369
2	35	
3	45	
4	35	

Six Million Dollar Man
CHARLTON, 1976

1 △	12	50
2	6	21
3-5	5	
6-9	4	

Six Million Dollar Man
CHARLTON

1	10	
2	8	
3-7	5	

Skull the Slayer
MARVEL, 1975

1	9	48
2-5	2	
5/30¢	20	
6	2	
6/30¢	20	
7-8	2	

Smallville
DC, 2003

1-11	4	

Smash Comics
DC, 1999

1	2	

Smurfs
MARVEL, 1982

1	4	19
2	4	18
3	4	

Snagglepuss
[illegible], 1992

1	33	
2	24	
3	24	93
4	24	

Soap Opera Love
CHARLTON, 1983

1	12	102
2-3	8	

Sojourn
CROSSGEN, 2001

1	5	20
2-24	3	
25	1	
26-34	3	
Special 1	4	

Sojourn Prequel
CROSSGEN, 2001

1	5	22

Solar, Man of the Atom
VALIANT, 1991

1	5	23
2	3	18
3	3	20
4-9	2	
10 ▽	8	30
➥1st Eternal Warrior		
11-13	3	
14-45	2	
46-60	3	

Solo
DC, 2005

1	4	

Son of Satan
MARVEL, 1975

1	15	60
2	12	
3	8	
3/30¢	12	
4	8	
4/30¢	12	
5	8	
5/30¢	12	
6-8	6	

Soulfire
ASPEN, 2004

0	3	
0/DF	7	
0/Wizard	10	
1 & Variants	3	
1/Wizard	5	
1/Virgin cvr	15	

Gray Morrow art | M.W. Kaluta art | Gray Morrow art | 1st Rich Buckler art | Wally Wood art | 1st Swamp Thing | Jim Aparo art | Wrightson art | Jim Aparo art

	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
	JUL 70	SEP 70	NOV 70	JAN 71	MAR 71	MAY 71	JUL 71	SEP 71	NOV 71	JAN 72	MAR 72	MAY 72	JUL 72	SEP 72	OCT 72
NM Price	$15	$15	$40	$15	$15	$15	$550	$22	$22	$22	$22	$22	$22	$22	$22

Paperback prelim paintings

Comic art collectors interested in expanding into collecting paperback art often are daunted by the high prices. Heritage's October auction of **Kelly Freas** paintings saw most cover paintings with opening bid levels of more than $1,000 with many nicer published paintings going for thousands of dollars higher.

Preliminary paintings can be a way to collect cover art at more reasonable prices. Illustrators often do numerous preliminaries before doing a final piece. The best are the final tight concept paintings done for art directors to approve before the actual published illustration is painted.

These are usually about the size of the actual paperback — about 4 by 8 inches and are very finished. They often are 10% or less of the cost of the final full-size painting and thus a lot more affordable. Often the artist will provide several prelim options to the editor resulting in published and unpublished versions for the same book.

Older scarcer prelims can be more expensive. In the Freas auction, a small 1957 *Astounding Science Fiction* prelim went for almost the cost of the cheapest full-size Laser science-fiction book cover painting. The full-size version of that earlier prelim, if available, would have been far more expensive. **Frank Frazetta**'s paperback prelims have been going for $6,000 to $15,000, often more than 10% of the cost of a full-size painting. Few people can afford $75,000 to $100,000 for a full-size Frazetta, creating higher prices for the prelims.

— George Hagenauer

Mr. X Vol. 1

Even if (as the creators happily admit in the introduction) he was more of an icon than an actual character, as this great collection proves *Mr. X* was one of the stand-out comics of the 1980s.

IBOOKS
WRITERS AND ARTISTS:
PAUL RIVOCHE, DEAN MOTTER, LOS BROS. HERNANDEZ
Color • X Pgs.
$17.95

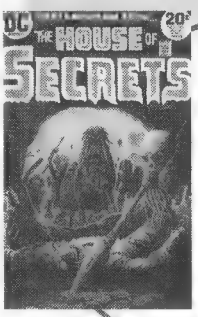
Regardless of who was writing or drawing his comic book the lead always remained Radiant City, a retro-future metropolis full of flying cars and helpful robots where the population is being driven slowly mad, suffering from the toxic fen shui that was inadvertently put into the architectural design.

So out of the endless number of secret panels and trapdoors hidden everywhere comes our titular mystery man to put things right.

The concept is great, but the stories — once you get past the material by Los Bros. Hernandez — start to fall apart under the weight of their conceit, and the more you know about Mr. X, the less interesting he becomes. Yet this one remains a treasure trove, from the unfinished story by Bill Sienkiewicz to the Paul Rivoche sketchbook to those incredibly iconic original covers.

★★★ **— S.A. Bennett**

www.ibooksinc.com
ISBN: 0-74349-334-6



△ #112

House of Secrets™

We need an eyecatcher

After switching to a horror anthology, *House of Secrets*' covers lost their word balloons, featuring, instead, single strong images that often were only tangentially related to a story inside. But they did catch the eye of newsstand browsers.

image © 1973 DC Comics

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Soul Saga TOP COW, 2000		
1	3	11
2-5	3	
Soupy Sales Comic Book ARCHIE, 1965		
1	80	
Soviet Super Soldiers MARVEL, 1992		
1	2	
Space: 1999 CHARLTON, 1975		
1	6	
2-4	4	
5	4	15
6	4	
7	3	
Space Adventures CHARLTON, 1952		
1	240	
2	125	
3-5	105	
6-9	90	
10-12	225	
13	90	161
14-19	90	
20	110	
21	80	
23	100	
24-32	70	
33	325	
➥1st Captain Atom		
34	150	
35-40	125	
41	25	
42	75	
43	25	
44	25	68
45-50	25	
51-60	18	
61-72	12	
Space Family Robinson GOLD KEY, 1962		
1	200	
2	90	
3-5	70	
6-10	50	
11-13	30	
14	30	126
15	30	
16-20	24	
21-24	20	
25	20	53
26-29	20	
30	20	100
31-44	20	
45-54	10	
55-59	6	
Space Mouse AVON, 1953		
1	60	132
2	36	
3-5	30	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Sparkler Comics UNITED FEATURE SYNDICATE, 1941		
1	1500	
2	650	
3-4	425	
5-10	375	
11-20	300	
21-29	235	
30-40	165	
41-49	150	
50	150	296
51-60	100	
61-70	75	
71-90	55	
91-100	42	
101-120	30	
Spawn IMAGE, 1992		
1	5 ▲	17
CGC 9.9 avg		100
1/Variant	3	
2	4	16
3	3	10
4	3	8
CGC 9.9 avg		56
5	3	12
6	3	
7	4	15
8	4	7
9	4	12
10-17	3	
18	3	12
19	3	
20	3	10
21	3	10
22-24	3	
25	3	17
26-50	3	
51-97	2	
98-99	3	
100	5	
100/Variants	5	
101-139	3	
Anl 1	5	
Fan ed. 1-3	1	
Spawn: Simony One-Shot IMAGE, 2004		
1	8	
CGC 9.9 avg		40
Special Marvel Edition MARVEL, 1971		
1	14	
2-4	7	
5-14	6	
15	42 △	164
➥1st Shang-Chi		
16	16	64
Spectacular Spider-Man MARVEL, 1968		
1	90	289
2	75	199
Spectacular Spider-Man MARVEL, 1976		
-1	2	7
1	20 ▽	42
2	8 ▽	39
3	5	14
4	5	17
5	5	18
6	4	19
7	5	17
8	5	19
9	5	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
9/35¢	15	
10	4	19
11	4	
12	4	12
13-19	4	
20	4	13
21-26	3	
27	12 ▲	48
➥1st Miller Daredevil		
28	12	49
➥2nd Miller Daredevil		
29-33	3	
34	3	14
35-41	3	
42	3	17
43	3	
44	3	10
45-48	3	
49	3	10
50	3	18
51-55	3	
56	5	
57	3	
58	3	20
59-63	3	
64	5	21
➥1st Cloak & Dagger		
65-82	3	
83	7 ▽	28
➥Punisher app.		
84	3	
85	5	21
86-89	3	
90	3	16
91-99	3	
100	5	
CGC 9.9 avg		59
101-115	2	
116	3	13
117-129	2	
130	3	
131	5	
132	4	
133	3	
134-135	2	
136	2	11
137-138	2	
139	2	13
140-142	2	
143	4	18
144-146	2	
147	8	
➥New Hobgoblin		
148	2	
149	3	
150-151	2	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
152	2	11
153-156	2	
157	2	11
158	5	
159	4	
160-188	2	
189	4	
190-195	2	
195/Collectors	3	
196-199	2	
200	4	20
201-213	2	
213/Collectors	3	
214-217	2	
217/Variant	3	
218-219	2	
220-221	3	
222	2	
223-223/Variant	3	
224	2	
225	5	25
225/Variant	4	
226-228	2	
229	3	
229/Variant	4	
230	4	
231-249	2	
250	3	
251-263	2	
Anl 1	5	18
Anl 2	4	
Anl 3-7	3	
Anl 8	4	
Anl 9-1997	3	
Special 1	4	
Spectacular Spider-Man MARVEL, 2003		
1	3	
CGC 9.9 avg		60
1/Sketch	5	
1/Canadian	10	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
2-7	3	
8-13	2	
14	3	
15	7	
➥Avngrs Disassmbled		
16	5	
➥Avngrs Disassmbled		
17-19	2	
20	3	
21	2	
Spectre DC, 1967		
1	125	538
2	37	132
3	37	143
4	37	151
5	37	170
6	31	120
7	31	114
8	31	
9	31	135
10	31	128
Spectre DC, 1987		
1-5	3	
6-31	2	
Anl 1	3	
Spectre DC, 1992		
0	3	
1	6	
2	5	
3	4	
4-7	3	
8	4	
9-20	3	
21-36	2	
37-62	3	
Anl 1	4	

PRICES FOR OTHER UNSLABBED GRADES

Unslabbed (loose) Very Fine/Near Mint is **5/6** (83%) of the Loose NM price above

Very Fine (VF) is **2/3** (67%) of NM

Fine (F) is **1/3** (33%) of NM

Very Good (VG) is **1/5** (20%) of NM

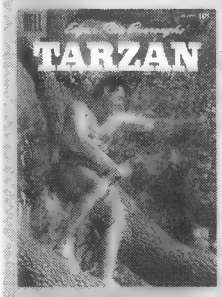
Good (G) is **1/8** (12.5%) of NM

RETROVIEW

Tarzan #85

★1/2

"... the Windmill of Maun Gah" • 15 pp.



After a professor crashes, he converts his helicopter's rotors into a windmill.

Credibility is stretched past breaking, when the professor reconverts rotors into a helicopter and uses high winds to propel himself and his daughter all the way to Nairobi.

"... the Missing War Canoe" • 9 pp.

Boy and Dombie, both wearing Gilligan hats and gold neckties, borrow and lose Muviro's new war canoe.

Tarzan rescues the stranded boys and, with help from Tantor, reclaims Muviro's boat from the Wabandas.

"Brothers of the Spear" 6 pp.

"Mabu's Warning" 1 text pp.

Dell
Oct 1956
Writer: Gaylord DuBois
Pencils: Jesse Marsh, Russ Manning
Inks: Marsh, Manning
Cover: Gordon Scott photo

© Edgar Rice Burroughs, Inc.

No CGC copies

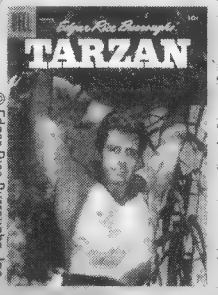
Then 10¢ NOW $30

Sergio Aragonés art

Bernie Wrightson cover

NM Price	101 NOV 72	102 DEC 72	103 JAN 73	104 FEB 73	105 MAR 73	106 APR 73	107 MAY 73	108 JUN 73	109 JUL 73	110 AUG 73
	$16	$16	$16	$16	$16	$16	$16	$16	$16	$16

Tarzan #86 ★★★



© Edgar Rice Burroughs, Inc.

Dell
Nov 1956
Writer: Gaylord DuBois
Pencils: Jesse Marsh, Russ Manning
Inks: Marsh, Manning
Cover: Gordon Scott photo

"... the Mutineers" • 15 pp.

In an ancient city, archaeologists are abandoned by their safari bearers and run into trouble with Tuareg bandits.

The Tuaregs are mining gold from an underground stream beneath a city tower. Tarzan persuades the Tuaregs to accept the archaeologist's promise not to tell anyone.

"... the Policeman from Nairobi" • 9 pp.

While Tarzan and Boy rescue policeman Wardle from lions, the criminal he was pursuing attacks Jane.

The first time Manning draws Jane; she's as capable as she is lovely.

"Brothers of the Spear" 6 pp.

"A Strange Night" 1 text pp.

Best CGC copy: 9.2 — Then 10c NOW $30

Soul - Star $

UNSLABBED Near Mint | SLABBED CGC 9.4 NM

Spectre
DC, 2001
1 . . . . . 3 — 11
2-27 3

Speed Buggy
CHARLTON, 1975
1 . . . . . 12 — 48
2-9 8

Spider-Girl
MARVEL, 1998
0 3
0.5 3
1 4
2-5 3
6-24 2
25 3
26-58 2
50/Sketch . . 20
59-74 3
75 8
76-80 3
Anl 1999 . . . 4

Spider-Man
MARVEL, 1990
-1 2
0.5 . . . . . 4 — 12
0.5/Platinum . 6
1 . . . . . 5 ▽ — 21
CGC 9.9 avg — 105
1/Gold, UPC . 50
1/Gold, no UPC 5
1/Platinum. . 42 — 161
1/Silver. 5
2-4 3
5 . . . . . 3 — 12
6 . . . . . 3 — 13
7 . . . . . 3 — 12
8 . . . . . 3 — 26
9 . . . . . 6 — 27
10 . . . . . 4 — 15
11 3
12 3
CGC 9.9 avg — 51
13 . . . . . 5 — 20
14 3
15 2
16 . . . . . 2 — 11
CGC 9.9 avg — 26
17-25 2
26 . . . . . 4 — 12
27-43 2
44 . . . . . 2 — 8
45-46 2
46/Collectors . 3
47-49 2
50 3
50/Variant . . . 4
51-51/Variant 3
52-56 2
57-57/Variant 3
58-74 2
75 4
76-98 2
89/Variant . . . 2
Anl 1997-98 3
GS 1 4
Holiday '95 . 3

Spider-Man and Doctor Octopus: Negative Exposure
MARVEL, 2003
1-4 3
5 0

Spider-Man and His Amazing Friends
MARVEL, 1981
1 . . . . . 3 — 40

Spider-Man and Wolverine
MARVEL, 2003
1-4 3

Spider-Man/ Black Cat: The Evil That Men Do
MARVEL, 2002
1 3
CGC 9.9 avg — 41
2-3 3

Spider-Man: Blue
MARVEL, 2002
1 5
CGC 9.9 avg — 66
2-6 4

Spider-Man/ Doctor Octopus: Out of Reach
MARVEL, 2004
1 3
CGC 9.9 avg — 55
2-5 3

Spider-Man/ Doctor Octopus: Year One
MARVEL, 2004
1-4 3

Spider-Man: Funeral for an Octopus
MARVEL, 1995
1-4 2

Spider-Man Special Edition
MARVEL, 1992
1 . . . . . 7 △ — 24

Spider-Man: The Official Movie Adaptation
MARVEL, 2002
1 6
CGC 9.9 avg — 146

Spider-Man 2099
MARVEL, 1992
1 . . . . . 3 — 13
2-18 1
19-25 2
25/Variant . . . 3
26-46 2
Anl 1 3
Special 1 . . . 4

Spider-Man Unlimited
MARVEL, 1993
1 . . . . . 4 — 11
2-12 4
13-22 3

Spider-Man Unlimited
MARVEL, 1999
1 3

Spider-Man Unlimited
MARVEL, 2004
1-6 3

Spider-Man Unmasked
MARVEL, 1996
1 6

Spider-Man vs. the Hulk
MARVEL, 1979
1 . . . . . 5 — 28

Spider-Man vs. Wolverine
MARVEL, 1987
1 . . . . . 6 — 25

Spider-Woman
MARVEL, 1978
1 . . . . . 6 ▽ — 20
2-3 3
4-36 2
37 . . . . . 4 — 20
➥1st Siryn
38 . . . . . 4 — 18
➥X-Men app.
39-49 1
50 . . . . . 4 — 14

Spider-Woman
MARVEL, 1993
1-4 2

Spider-Woman
MARVEL, 1999
1-2 3
3-18 2

Spidey Super Stories
MARVEL, 1974
1 . . . . . 15 — 79
➥Spider-Man origin
2 6
3 5
4 . . . . . 5 — 18
5 . . . . . 5 — 40
6 5
7 . . . . . 5 — 23
8-43 5
44 . . . . . 5 — 23
45-56 5
57 . . . . . 5 — 20

Spirit
HARVEY, 1966
1 . . . . . 50 — 87
2 42

Spy Smasher
FAWCETT, 1941
1 1650
2 . . . . . 600 — 2350
3-4 375
5-7 325
8-9 300
10 325
11 300

Squadron Supreme
MARVEL, 1985
1 2
2-12 1

Squadron Supreme: New World Order
MARVEL, 1998
1 6

Stalker
DC, 1975
1 . . . . . 5 — 22
2-4 2

Starjammers
MARVEL, 1995
1-4 3

Starman
DC, 1988
1-10 2
11-25 1
26 2
27-45 1

Starman
DC, 1994
0-1 5
2-3 4
4-40 3
41-46 2
47-49 3
50 4
51-80 3
1000000 . . . 4
Anl 1 5
Anl 2 4
GS 1 5

Star Spangled Comics
DC, 1941
1 3900
2 1550
3 950
4-5 875
6 800
7 8000
➥1st Newsboy Legion
8-10 . . . 1600
11-16 . . 1175
17 1500
18-19 . . . 1000
20-30 . . . 850
31-40 . . . 525
41-50 . . . 425
51-55 . . . 400
56 . . . . . 400 — 913
57-60 . . . 400
61-64 . . . 375
65 1050
➥Robin stories start
66-68 . . . 690
69 800
➥1st Tomahawk
70 690
71-80 . . . 575
81-83 . . . 450
84 625
85-86 . . . 450
87 625
88-94 . . . 500
95-99 . . . 265

Original Art

Comic-book prelims

Preliminary drawings are often done for comic books but tend to be very loose and often are tossed into the trash by the artist and thus never make it onto the market.

Many of these provide interesting insights into how the artist approaches the task of creating a comic book. Some of the most fascinating are complete 20-page books laid out and designed on a single 8 x 10-inch page. Both **Neal Adams** and **Steve Rude** have used this approach. It is interesting to see an entire issue of *Nexus* all in one place on a single sheet of paper.

More frameable, though, are detailed pencil or ink drawings done as studies for individual panels or model sheets. While rougher than the final piece of art and often on tracing paper or vellum, these can be a nice example of the artist's technique at a fraction of the cost of a complete original. **Al Williamson** composed many of his classic E.C. panels this way. With Williamson E.C. pages ranging $1,000 and higher, these drawings in the $50 to $150 range often are the only way collectors can afford an example of his E.C. work.

While rarely accomplished, it is especially nice when you can match the preliminary and finished art, thus being able to see the creative process in its entirety.

— George Hagenauer

Skeleton cover — Alex Niño art — Alex Toth art

	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125
	SEP 73	OCT 73	NOV 73	DEC 73	JAN 74	FEB 74	MAR 74	APR 74	MAY 74	JUN 74	JUL 74	AUG 74	SEP 74	OCT 74	NOV 74
NM Price	$16	$16	$7	$7	$7	$7	$7	$7	$7	$7	$7	$7	$7	$7	$7

Nightwing #97

Spoiler warnings ahead in this look at "Clarification," the third chapter of the second act of "War Games." The Nightwing who stars in this issue is unrecognizable as the Dick Grayson from the countless *Batman* and *Teen Titans* stories I enjoyed in decades past. Could this dissociation be the result of some pre-"Games" mental or physical trauma? Maybe, but after two pages of his caption-whining and a page of the mystery villain torturing a captive for the fun of it, I stopped caring.

DC
WRITER:
DEVIN GRAYSON
ARTISTS:
MIKE LILLY, ANDY OWENS
Color • 36 Pgs.
$2.25

The mystery villain may be the architect of the gangland shootout that sparked the war or he may be taking advantage of it. We seem to learn his identity by the end of this chapter — after another brutal torture scene and some extraneous massage parlor titillation to excite the little boys reading this comic — but that could just be a red herring. The torture seems out of character for the big-name villain in the reveal.

Between the torturous writing and the uncertain reveal, this issue was the least enjoyable "War Games" chapter to date.

Zero stars — Tony Isabella

www.dccomics.com

△ #140

House of Secrets™

A shambling story

After being introduced in *Swamp Thing* (1st series) #3 (Mar 1973), it would be more than three years before The Patchwork Man's origin was revealed in the pages of the series that got Swampie his start, *House of Secrets*.

Image © 1976 DC Comics

THE BOTTOM LINE

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Star Spangled Comics DC, 1941		
100	300	
101-110	225	
111-112	200	
113	375	
114	325	
115-130	200	
131	600	
Star Spangled Comics DC, 1999		
1	2	
Star Spangled War Stories DC, 1952		
1	750	
2	550	
3	475	
4-6	285	
7-10	220	
11-20	185	
21-30	130	
31-40	90	
41-50	70	
51-70	60	
71-83	55	
84	125	
➥1st Mlle. Marie		
85-87	80	
88-89	65	
90	325	
➥1st Dinosaur Island		
91	45	
92	110	
93	45	
94-99	110	
100	145	
101-125	60	
126	60	212
➥1st Sgt. Gorilla		
127-133	60	
134	65	
135-138	60	
139	50	
140-143	24	
144	27	
145	35	
146-150	20	
151	110	423
➥1st Unknown Soldier		
152-153	20	
154	55	
➥Unk. Soldier origin		
155	16	
156-161	14	
162-180	6	
181-204	5	
Star Trek GOLD KEY, 1967		
1	300	
2	90	
3	80	
4	60	
5-6	55	
7	48	
8-9	40	
10	36	
11	25	
12	25	64
13	25	104
14	25	
15	25	75
16-23	25	
24-30	20	
31-38	15	
39	15	83
40	15	
41-52	12	
53	12	48
54-59	12	
60-61	10	
Star Trek MARVEL, 1980		
1	5	19
2	3	9
3-17	2	
18	2	21
Star Trek DC, 1984		
1	4	
2-10	3	
11-56	2	
Anl 1-3	3	
Star Trek DC, 1989		
1	5	
2	4	
3-10	3	
11-23	2	
24	3	
25-49	2	
50	4	
51-70	2	
71-74	3	
75	4	
76-80	3	
Anl 1-3	3	
Special 1-3	4	
Star Trek: Deep Space Nine MARVEL, 1996		
1-15	2	
Star Trek: The Next Generation DC, 1989		
1	5	
2	4	
3-20	3	
21-49	2	
50	4	
51-71	2	
72-74	3	
75	4	
76-80	3	
Anl 1-6	4	
Special 1-3	5	
Star Trek: Voyager MARVEL, 1996		
1-15	2	
Star Wars MARVEL, 1977		
1	14 ▽	55
1/35¢	260	
2	9	31
2/35¢	30	
3	6	27
3/35¢	30	
4	6	22
4/35¢	30	
5	6	
6	6	23
7	6	30
8	4	
9	4	18
10	4	
11	4	29
12	4	
13	4	29
14	4	26
15-16	4	
17	4	31
18-20	4	
21	4	29
22	4	
23	4	18
24	4	
25	4	17
26-27	4	
28	4	15
29-30	4	
31-34	3	
35	3	11
36-42	3	
43	3	12
44	3	13
45-53	3	
54	3	20
55-67	3	
68	3	28
69-70	3	
71	3	16
72	3	13
73-74	3	
75	3	11
76	3	
77	3	20
78-80	3	
81	3	33
82-84	3	
85	3	16
86-87	3	
88	3	18
89	3	19
90-97	3	
98	3	16
99	3	
100	3	13
101	3	
102	3	15
103-106	3	
107	19	73
➥Low distribution		
Anl 1	8 ▽	27
CGC 9.9 avg		184
Anl 2	5	14
Anl 3	5	
Star Wars DARK HORSE, 1998		
0	10	
1	4	
2-49	3	
50	6	
51-70	3	
Star Wars: Crimson Empire DARK HORSE, 1997		
1	6	
2-6	5	
Star Wars: Crimson Empire II DARK HORSE, 1998		
1	4	
2-6	3	
Star Wars: Dark Empire DARK HORSE, 1991		
1	6	
2-4	4	
5	3	3
6	3	
Ashcan 1	1	
Star Wars: Dark Empire II DARK HORSE, 1994		
1-6	3	
Star Wars: Empire DARK HORSE, 2002		
1-26	3	
Star Wars: Return of the Jedi MARVEL, 1983		
1	4	13
2	4	
3	4	11
4	4	

For issues not listed here, check our **STANDARD CATALOG OF COMIC BOOKS**. The largest book about comics ever, it includes prices and details for more than 155,000 comic books.

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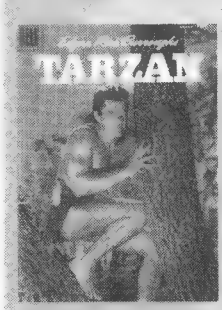
RETROVIEW
Tarzan #87 ★



Dell
Dec 1956
Writer: Gaylord DuBois
Pencils: Jesse Marsh, Russ Manning
Inks: Marsh, Manning
Cover: Gordon Scott photo

Real CGC copy: 8.5

"... the Messenger from Jorah" • 15 pp.

Jorah's sister brings Tarzan dire news.

Tarzan shows his ingenuity, not just in building a bamboo tear-gas gun to subdue the apes, but in dealing with the problem of the ape's food shortage by draining a swamp and planting sprouts.

"... the Snow Men of Gourambi" • 9 pp.

When an expedition's sole survivor raves about Abominable Snow Men on the slopes, only Tarzan believes him.

What's incredible is Tarzan's escape. A plane lands on a snow-covered slope and then takes off again?

"Brothers of the Spear" • 6 pp.

"Copper Necklace Offering" • 1 text pp.

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Then 10¢ NOW $30

Gargoyle cover | Sergio Aragonés art | Boxing story

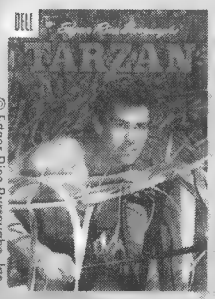
126	127	128	129	130	131	132
DEC 74	JAN 75	FEB 75	MAR 75	APR 75	MAY 75	JUN 75
$7	$7	$7	$7	$7	$7	$7

Bernie Wrightson cover | Halloween cover

133	134	135	136	137	138	139
JUL 75	AUG 75	SEP 75	NOV 75	JAN 76	MAR 76	MAY 76
$7	$7	$7	$7	$7	$7	$7

NM Price

Tarzan #88 ★★



© Edgar Rice Burroughs, Inc.

Dell
Jan 1957
Writer: Gaylord DuBois
Pencils: Jesse Marsh
Russ Manning
Inks: Marsh, Manning
Cover: Gordon Scott photo

"... the Guarded Treasure" • 15 pp.

Shifta raiders have been stashing their treasure in a cave, guarded by two chained panthers.

Tarzan and Chief Buto empty this Aladdin's Cave, disposing of the weapons and returning the loot to the British authorities.

"Tarzan and the Search" • 9 pp.

The giant golden eagle Aguila brings a note: Boy has been captured by Terribs!

With help from his friends in Lutor, the Stork People, and even the mysterious Golden Men, Tarzan takes the fight to the Terribs.

"Brothers of the Spear" • 6 pp.

"Only Another Memory" • 1 text pp.

Best CGC copy: 8.5 **Then 10c NOW $30**

UNSLABBED SLABBED
Near Mint CGC 9.4 NM

Star Wars Tales
DARK HORSE, 1999
1-4 5
5-20 6

Star Wars: Tales: Jedi's Weapon
DARK HORSE, 2002
1 2
CGC 9.9 avg 18

Star Wars: Union
DARK HORSE, 1999
1 14
2 10
3 7
4 5

Star Wars: Vader's Quest
DARK HORSE, 1999
1-4 3

Static
DC, 1993
1 2
1/Collectors .. 3
1/Silver 3
2-13 2
14 3
15-24 2
25 4
26-30 3
31 1
32-47 3

Static Shock!: Rebirth of the Cool
DC, 2001
1-4 3

Stay Puffed
IMAGE, 2004
1 4

Steel
DC, 1994
0-52 2
Anl 1-2 4

Steel Indestructible Man
DC, 1978
1 ..... 5 20
2-5 2

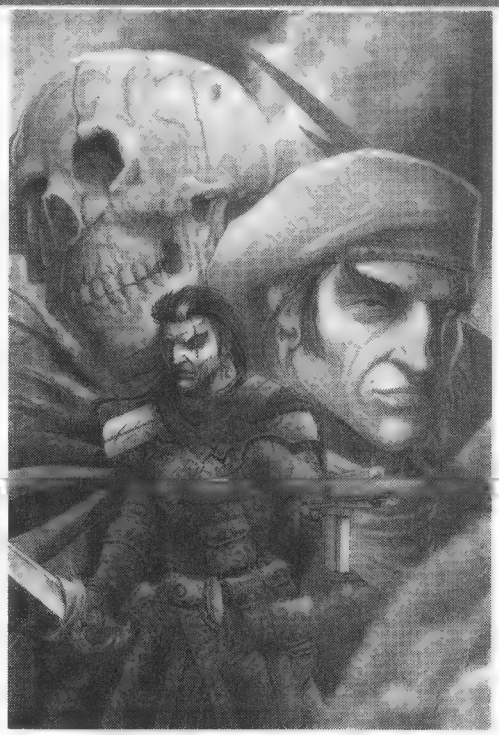
Stoker's Dracula
MARVEL, 2004
1 4

Strange
MARVEL
1-2 4

Strange Adventures
DC, 1950
1 2500
2 1150
3 800
4 750
5-7 600
8 496
9 1120
➥1st Captain Comet
10 360
11 475
12 380
13 475
14 630
15 475
16 425
17 230
18-20 ... 425
21-22 ... 320
23 325
24 360
25 308
26 280
27-29 ... 285
30 390
31-38 ... 255
39 390
40-41 ... 225
42 250
43 225
44 296
45-46 ... 225
47 186
48 225
49 184
50 205
51 185
52 205
53 195
54 115
55 170
56-60 ... 115
61-70 ... 100
71-74 90
75 60
76-78 90
79 120
80 90
81-83 80
84 95
85-90 80
91 76
92-93 72
94 64
95 72
96 52
97 72
98 60
99 72
100 100
101 56
102-103 .. 80
104-106 .. 56
107 65
108-109 .. 56
110 65
111 50
112 46
113 74
114 100
➥1st Star Hawkins
115-116 .. 50
117 525
➥1st Atomic Knights
118 66
119 85
120 180
➥2nd Atomic Knights
121-122 .. 62
123 66
124 72
125-126 .. 62
127 41
128 65
129 81
130 37
131 34
132 64
133 54
134 56
135 55
136 40
137 37
138 48
139-140 .. 40
141 48
142-145 .. 40
146 25
147-148 .. 40
149 25
150 40
151-153 .. 34
154 36
155-160 .. 34
161-167 .. 22
168 18
169 22
170 33
171 19
172 22
173 30
174 22
175 36
176-177 .. 22
178 14
179 22
180 110
➥1st Animal Man
181 14
182 17
183 19
184 42
➥Animal Man app
185 15
186 16
187 9
188 15
189 21
190 ..... 80 329
➥Animal Man app.
191 9
192 ..... 12 30
193 12
194 9
195 26
➥Animal Man app.
196-197 .. 12
198 7
199 ..... 20 100
200 12
201 35
202-204 .. 10
205 75
206 25
207 20
208 ..... 36 175
209 ..... 36 205
210 ..... 36 202
211 32
212 ..... 32 166
213 ..... 32 112
214 ..... 32 205
215 32
216 21
217 8
218 9
219 7
220 12
221-222 ... 9
223 10
224-230 ... 8
231-244 ... 5

Strange Planets
SUPER, 1958
1 ..... 35 217
9 35
10-11 20
12 ..... 20 76
13-16 15

Original Art



Grimjack ™ and © 2004 Nightsky Grimjack Inc.

Collector saves *Grimjack* reprint

I've seen references to the fact that we who collect art have a great responsibility as we care for unique one-of-a-kind pieces that are part of history. This became very real to me as I've helped to check the film needed to reprint *Grimjack* in a series of trade paperbacks (the first scheduled to ship in January; a cover by artist **Tim Truman** is shown).

For the best reproduction when reprinting four-color comics, it's best to work from either original film or original art. What happens to film depends on the situation, which usually isn't good when comic-book companies close and go bankrupt. Printers who don't get paid don't usually spend money to return film. Art returned to the artist during times of stress also is likely to be sold.

So when I checked the *Grimjack* film, the art for #3 was missing as it had been reprinted during First's last days as *Grimjack Files* #5 and never returned.

Fortunately Truman sold the early issues as complete books. Even more fortunately, collector **Roger Clark** bought the art for several stories including #3 and still had every page! Thanks to his efforts, *Grimjack* #3 will be soon back in print for both new and old fans!

The film for *Jon Sable* #14 and *Badger* #3-4 are also missing. If you own any of the original art from these books, please contact me at *yellowkd@terracom.net* or P.O. Box 930093, Verona, WI 53593.

*— **George Hagenauer** reports on original art markets for **CBG**. Write him at **yellowkd@terracom.net**.*

Star - Strange $

Patchwork Man origin — Shark Man cover — Giant bat cover — M.W. Kaluta art — Series merges with *The Unexpected*

	140	141	142	143	144	145	146	147	148	149	150	151	152	153	154
	JUL 76	SEP 76	NOV 76	JAN 77	MAR 77	MAY 77	JUL 77	SEP 77	NOV 77	JAN 78	MAR 78	MAY 78	JUL 78	SEP 78	NOV 78
NM Price		$7	$5	$5	$5	$5	$5	$5	$5	$5	$5	$5	$5	$5	$5

Ruule Vol. 2 #1-3

Now, this is entertaining. *Kiss and Tell*, like the previous volume of *Ruule*, is a retelling of a classic Bible story. In this case, it's the tale of Samson, but with the Mafia, big tough guys, and beautiful women. Craig Rousseau, known for his work on Impulse and DC's animated tie-ins, turns in a spectacular performance this time. Jeff Amano's script is a winner, though it's about as faithful an adaptation as *O Brother Where Art Thou?* was of *The Odyssey*.

BECKETT
WRITER:
JEFF AMANO
ARTIST:
CRAIG ROUSSEAU
Color • 32 Pgs.@ 99¢ (#1), $1.99@ (#2-3)

The one drawback, and it is a big one, is a scene of ultraviolence in the climax of #3 involving a severed limb.

Sure, it refers to the Biblical story, but the violence doesn't fit the classic noir feel of the other issues. This series wouldn't feel out of place as a classic black-and-white noir film, if not for that scene.

Sam the Swede, the Samson of this story, is an outstanding character. He has a weakness for women that The Mafia uses to full advantage. Other than that one graphic scene, *Ruule: Kiss and Tell* is a winner.

★★★ **— Steve Horton**

www.beckettcomics.com

RetroView: Teen Titans™

Reviewed by Craig Shutt

With JLA adults joining forces in the pages of *Justice League of America*, DC's editors decided to try to team younger partners Robin, Kid Flash, and Aqualad, who were later joined by Speedy and Wonder Girl. The team's title, preceded by three tryout issues in two different titles (*Showcase* and *The Brave and the Bold*), appealed to kids who wanted to see the sidekicks in action without grownups telling them what to do. Many tales involved teens rejecting restrictions, often wisely, of authority or being misunderstood. Sadly, the dialogue and some plots were written by guys who apparently had never seen or heard an actual teen, making some story aspects embarrassing even then.

Teen Titans ™ DC Comics

COST TO OWN THE ORIGINALS IN NM: $X

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Strangers in Paradise ANTARCTIC, 1993		
0	75	
1	65	20
2-3	18	
Strangers in Paradise ABSTRACT, 1994		
1	30	
2	15	
3	12	
4	10	
5	10	
6-10	8	
11-12	5	
1-12/Variants	3	
13	4	
14	3	
Special 1	3	
Strangers in Paradise HOMAGE, 1996		
1	4	
2-68	3	
Special 1	3	
Strange Sports Stories DC, 1973		
1	10	41
2	7	
3-6	5	
Strange Tales MARVEL, 1951		
1	2000	
2	700	
3-5	550	
6-10	400	
11-20	275	
21-30	215	
31-44	190	
45-57	150	
58	160	
59	180	
60	150	
61	180	
62-63	130	
64	160	
65-66	125	
67	170	
68	125	
69	155	
70-78	120	
79	200	
80	120	
81-82	110	
83	100	
84	185	
85-88	110	
89	240	
90-92	110	
93-96	100	
97	300	
98-100	100	
101	700	
➥Human Torch starts		
102	290	1463
➥Human Torch app.		
103-105	230	
106	170	
107	185	
108	170	
109	170	751
110	950	
➥1st Dr. Strange		
111	290	
112-113	105	
114	240	
115	360	
➥Dr. Strange origin		
116	80	
117-118	65	
119	85	
120-121	80	
122	80	406
123-125	45	
126	50	
127	40	
128	40	456
129	40	382
130	45	
131-132	40	
133	40	350
134	40	
135	80	
➥1st S.H.I.E.L.D.		
136	26	263
137	26	
138	26	108
139-142	26	
143	26	147
144-145	26	
146	28	
147	26	99
148	45	
➥Ancient One origin		
149	26	104
150	30	148
151	40	
152	24	153
153-157	24	
158	24	156
159	30	199
160	24 ▽	180
161	24	
162	24 △	134
163	24	155
164	24	
165	24	134
166	24	
167	24	269
168	24	135
169	8	75
➥Series restarted		
170	5	
171-173	4	
174	4	11
175-177	4	
178	15	45
179	10	38
➥Warlock origin		
180	10	55
181	10	34
182	3	24
183-185	3	
185/30¢	20	
186	3	
186/30¢	20	
187-188	3	
Anl 1	325	
Anl 2	350	
Strange Tales MARVEL, 1987		
1	2	
2-12	1	
13-14	2	
15-16	1	
17	2	
18-19	1	
Strange Tales MARVEL, 1994		
1	7	
Strange Tales MARVEL, 1998		
1-4	5	
Strikeback! IMAGE, 1996		
1-6	3	
Stuntman Comics HARVEY, 1946		
1	685	1551
2-3	425	
Sub-Mariner TIMELY, 1941		
1	17500	
2	5100	
3	3750	
4	3000	
5	2300	
6-10	2000	
11	2500	
12-15	1200	
16-20	900	
21-30	850	
31-35	700	
36-41	650	
42	1000	
Sub-Mariner MARVEL, 1968		
1	75	323
2	25 △	120
3	18	131
4	18	
5	18	245
6	15	88
7	15	89
8	20 △	263
9	15	105
10	15	
11	12	68
12	12	100
13	12 △	67
14	20	187
➥Toro dies		
15	10	
16	8	63
17-20	8	
21	7	
22	7 △	65
23	7	
24	7	64
25	7	62
26	7	74
27	7 ▽	53
28	7 △	51
29	7	54
30	7	
31	7	44
32-33	6	
34	25 ▽	263
➥Hulk, Surfer app.		
35	18	
➥Hulk, Surfer app		
36	8	48
37	7	48
38	7	52
39	6	
40	6	75
41	4	45
42	4	
43	4 △	84
44	4 △	83
45	3	48
46	4	73
47	4	76
48	4	68
49	4	44
50	6	29
51-57	4	
58	4 △	53
59	4	75
60	4	43
61	4	
62	4	31
63	4 ▽	43
64	4	31
65	4	46
66-67	4	
68	4	27
69	4	65
70	4	26
71-72	4	
Special 1	6	80
Special 2	6	
Sugar & Spike DC, 1956		
1	1575	
2	575	
3-5	450	
6-10	300	
11-20	230	
21-30	145	
31-40	110	
41-50	75	
51-60	58	
61-80	48	
81-95	34	
96	34	77
97-98	34	
Suicide Squad DC, 1987		
1	1	6
2-49	1	
50	2	
51-66	1	
Anl 1	2	
Suicide Squad DC, 2001		
1-12	3	
Sun Girl MARVEL, 1948		
1	1000	
2-3	675	
Superboy DC, 1949		
1	5200	
2	1450	

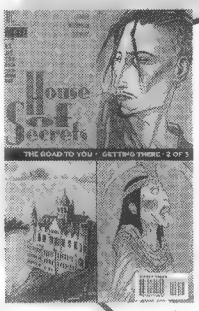
Arrows track **ACTUAL ONLINE SALES** of **slabbed CGC 9.4 (NM) copies** of each issue.

▲ A black up arrow indicates the average price paid has gone **up THREE months in a row**

▲ A gray up arrow indicates the average price paid has gone **up TWO months in a row**

△ An open up arrow indicates the average price paid has gone **up since last month**

▽ An open down arrow indicates the average price paid has gone **down since last month**



△ #9

House of Secrets™ Volume 2

Back to the House

After several years without a "House of ..." series, DC brought back *House of Secrets* under its Vertigo imprint in 1996. A new tenant moved into the House, which reluctantly gave up its secrets to her. Written by Steven T. Seagle, the series ran 25 issues.

Image © 1997 DC Comics

THE BOTTOM LINE	1 OCT 96	2 NOV 96	3 DEC 96	4 JAN 97	5 FEB 97	6 MAR 97	7 APR 97	8 MAY 97	9 JUN 97	10 JUL 97
NM Price	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3

Brave and the Bold #54 ★★★

© DC Comics

"The Thousand-and-One Dooms of Mr. Twister"

The efforts of Robin, Kid Flash, and Aqualad to mediate a teen-adult dispute are disrupted, when a vengeful citizen gains tornado powers.

A precursor-origin story, the three heroes actually form their team in the aftermath of this adventure. It begins with all three sidekicks' mentors dissing the town's teens for being spoiled, a reaction that isn't in character but that sets up the "teens are people, too" perspective that is the usual moral. It's a good thing Mr. Twister showed up, since calling three super-powered teens to convince town officials to build a teen clubhouse is kind of overkill.

DC
Jul 1964 • 25 pp.
Writer: Bob Haney
Pencils: Bruno Premiani
Inks: Bruno Premiani
Sheldon Moldoff
Cover: Bruno Premiani

Best CGC copy: 9.6 — Then 12¢ Now $250

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
3	1050	
4	800	
5	700	
6-10	625	
11-15	475	
16-20	350	
21-30	275	
31-38	200	
39-48	140	
49	185	
50	140	
51-60	110	
61-67	90	
68	475	
➥1st Bizarro		
69-77	70	
78	135	
➥Mxyzptlk origin		
79	70	
80	110	
➥Meets Supergirl		
81-85	52	
86	125	
➥Legion app.		
87-88	52	
89	220	
➥1st Mon-El		
90-93	48	
94-97	35	
98	45	
99	35	
100	175	
➥Phtm. Zone villains		
101-110	16	
111-120	15	
121-128	10	
129	13	
130-137	8	
138	13	
➥Giant-sized		
139-140	7	
141-146	6	
147	10	
➥Saturn Girl origin		
148	6	
149	6	65
150-155	6	
156	9	225
➥Giant-size		
157-164	6	
165	9	
➥Giant-size		
166-170	6	
171	4	
172	5	
173	4	
174	7	
175-178	4	
179	4	56
➥Giant-sized		
180	4	36
181-182	4	
183	4	35
184	4	38
185-186	4	
187	4	40
188-191	4	
192	4	39
193-194	4	
195	4	39
196	4	
197	6	
➥Legion stories start		
198-199	4	
200	6	
201	3	
202	10	100
203-204	3	
205-206	5	
207	3	
208	5	49
209	3	
210	5	
211-219	3	
220	3	25
221-223	2	
224	2	24
225	2	
226	2	13
227-230	2	
Anl 1	140	
SP 1	4	

Superboy
DC, 1990

1-18	2	
Special 1	3	

Superboy
DC, 1994

0	2	
1	3	
2-24	2	
25	3	
26-99	2	
100	3	
1000000	3	
Anl 1-4	3	

Superboy and the Legion of Super-Heroes
DC, 1977

231-258	2	

Super DC Giant
DC, 1970

13	75	
14-16	30	
17	125	
18-19	50	
20	40	
21	175	
22	25	78
➥Westerns		
23	40	
24	30	84
➥Supergirl comics		
25-26	25	
27	15	

Super Friends
DC, 1976

1	5	38
2-43	2	
44	2	10
45-47	2	
Special 1	3	

Supergirl
DC, 1972

1	15	115
2	10	
3-4	8	
5	8	37
6	8	
7	8	41
8-10	8	

Supergirl
DC, 1983

14-23	3	

Supergirl
DC, 1996

1	10	
➥Matrix, Linda merge		
2-3	4	
4-7	3	
8-49	2	
50	4	
51-72	2	
73-74	3	
75	3	17

January Comics Birthdays

Jan. 1
Jack Enyart (1950)
Walter McDaniel (1971)

Jan. 2
Don Heck
John Heebink (1958)
Ernie Stiner (1958)
Kevin Bricklin (1965)
Timothy T. Markin (1968)

Jan. 3
Cheryl L. Ferraro
Tom Artis (1956)

Jan. 4
Chic Stone (1923)
Denis McFarling (1954)
Bob Almond (1967)

Jan. 5
Sandy Hausler (1959)

Jan. 6
Kay Reynolds (1951)
Bruce Patterson (1953)

Jan. 7
Werner Wejp-Olsen (1938)
Jay Lynch (1945)
Kevin J. Dooley (1953)
Bob Wiacek (1953)
Karl Kesel (1959)
Aaron A. Lopresti (1964)

Jan. 8
John Wellington
Boris Vallejo (1941)
Ken Steacy (1955)
James Pruett (1966)
Joe Pruett (1966)

Jan. 9
M.J. Cullumber
Daniel Wilson (1957)
Fred Burke (1965)

Jan. 10
Ernest Edwards (1967)

Jan. 11
Brad Joyce
Terry Beatty (1958)
Bob Harras (1959)
Miyako Graham (1960)
Sam Kieth (1963)
Trevor Tamlin (1968)

Jan. 12
Cary Coatney
Joe Quesada (1962)
Franchesco (1965)
John Jackson Miller

Jan. 13
Ron Goulart (1933)
Jerry Acerno (1961)
Anina Bennett (1965)

Popular Marvel artist John Romita turns 74 Jan. 24.

Jan. 14
Rudy D. Nebres
John Tartaglione (1921)
Steven J. Woron (1958)

Jan. 15
Stan Kay
Norman Felchle (1964)

Jan. 16
Jim Berry (1932)
Randy H. Crawford (1953)
Steve Erwin (1960)
Christopher Schenck (1963)
David M. DeVries (1966)

Jan. 17
Ann Nocenti (1957)
Peggy Ordway (1959)

Jan. 18
Fred Bauman (1964)
Bill Fountain (1965)

Jan. 19
Milton Schiffman (1922)
Jack Caprio (1932)
Joe Staton (1948)
Tom Yeates (1955)

Jan. 20
Keith Pollard
Marc Patten (1968)

Jan. 21
Rich Rankin (1954)
Mark Martin (1956)

Sin City *creator Frank Miller turns 47 in January.*

Bill Riling (1958)

Jan. 22
Steve Perrin (1946)
Marshall Rogers (1950)
Dennis Mallonee (1955)
Howard Mackie (1958)
Mark Miraglia (1959)
Lisa Trusiani Parker (1959)
Richard D. Irving (1966)

Jan. 23
Don Wright (1934)
Tom Condon (1949)
Klaus Janson (1952)
Cara Sherman-Tereno (1952)
Franz Henkel (1960)

Jan. 24
John Romita (1930)

Jan. 25
Robert J. Clarke (1926)
Bill Crouch Jr. (1945)
Gary Cohn (1952)
Turtel Onli (1952)
John Lustig (1953)
Chuck Wojtkiewicz (1959)

Jan. 26
Jules Feiffer (1929)
Sal Buscema (1936)
Gary L. Colabuono (1951)
Dwight R. Decker (1952)
Daniel A. Reed (1960)
Jacob Pander (1965)

Jan. 27
Dan DeCarlo Jr. (1948)
James DeCarlo (1948)
Steve Leialoha (1952)
Peter Laird (1954)
Tom Vincent (1956)
Frank Miller (1957)
Stefan Petrucha (1959)

Jan. 28
Daerick Gross Sr. (1947)
Todd Klein (1951)
Andrea Beam (1959)

Jan. 29
Jeph Loeb (1958)
David W. Olbrich (1960)

Jan. 30
Dann Maxx Thomas (1952)
Fred Hembeck (1953)
Guy Gilchrist (1957)
Denys Cowan (1961)
Link Yaco (1965)
Todd Michael Wright (1968)

Jan. 31
Paty Cockrum
Wendy Fiore (1949)

D'Israeli art

Covers form triptych

	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
	AUG 97	SEP 97	OCT 97	NOV 97	DEC 97	FEB 98	MAR 98	APR 98	MAY 98	JUN 98	JUL 98	AUG 98	SEP 98	NOV 98	DEC 98
NM Price	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3

Same Difference

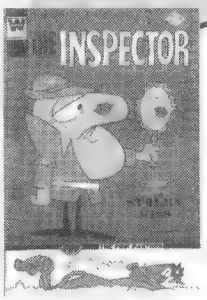
Winner of the recent Eisner and Harvey awards for Talent Deserving of Wider Recognition, Derek Kirk Kim offers a first collection of his online and self-published strips. Still accessible on his website, this handful of short serials concentrate on Gen-X, San Francisco Asian-Americans who banter about life's meaning and social identity and reflect the mind of a creator doing the same.

TOP SHELF
WRITER:
DEREK KIRK KIM
ARTIST:
DEREK KIRK KIM
B/W • 144 Pgs.
$12.95

In the lead installment, "Same Difference," Sam and Nancy reminisce about high-school hang-ups and realize how poking fun at another person actually may boomerang. In other stories, Kim alternates between sarcasm and seriousness in covering the whacked interplay between Asian parents and their children, as well as the failed aspirations of a young artist. In the span of a year, Kim has traveled the prototypical path of unknown artist to officially recognized up-and-comer. His clean, fastidious style and inquisitive eye are promising and his effort earnest. However, he is still finding his way, with dialogue and setups often laboring to be self-consciously profound.

★★★ — **Oliver Chin**

www.lowbright.com
www.topshelfcomix.com
ISBN: 1-89183-057-0



THE INSPECTOR

Does your dog bite?

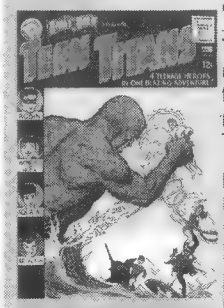
The Inspector spun off from Gold Key's *Pink Panther*, both adapting the cartoons inspired by the Inspector Clouseau films.

Not named Clouseau, this Inspector still drives The Commissioner crazy in this series with art by Warren Tufts and Joe Messerli.

Image © Mirisch-Geoffrey EPE

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Supergirl CONTINUED		
75/DF	20	
76-80	3	
1000000	4	
Anl 1-2	3	
Supergirl DC, 1994		
1-4	3	
Super Heroes Battle Super Gorillas DC, 1976		
1	7	
Superman DC, 1939		
1	160000	
2	16000	
3	9200	
4	6500	
5	6000	
6-7	3500	
8-10	2850	
11-13	2200	
14 ➥U.S. flag cover	4500	
15	2050	
16-20	1650	
21	1500	
22-23	1100	
24	1400	
25	1050	
26	1250	
27-29	950	
30 ➥1st Mr. Mxyzptlk	1350	
31-40	825	
41-50	650	
51-52	525	
53 ➥Superman origin	1800	
54-60	500	
61 ➥1st Kryptonite	1000	
62-70	475	
71-75	450	
76 ➥Batman team-up	1100	
77-80	400	
81-90	375	
91-95	360	
96-99	325	
100	1500	
101-110	280	
111-120	240	
121-130	195	
131-139	155	
140 ➥1st Bizarro Jr.	175	
141-145	115	
146 ➥Superman origin	160	
147	135	
148	115	
149 ➥Legion app.	125	
150-161	68	
162-180	58	
181-183	55	
184	55	214
185-186	55	
187	60	
188-190	55	
191	55	225
192	55	157
193	60	
194-195	55	
196	55	271
197-198	55	
199 ➥1st race with Flash	180	
200	60 ▽	278
201	24	
202	30	
203-209	24	
210	24	129
211	24	
212 ➥Superbabies	50	
213-215	24	
216	24	96
217	30	
218-221	20	
222	30	207
223-226	20	
227	30	
228-231	20	
232	30	
233 ➥Kryptonite destroyed	40 ▽	353
234-237	18	
238	18	71
239 ➥Giant-sized	30	
240	18	
241	18	72
242	18	
243	18	115
244	18	
245	22	
246-248	18	
249	18	79
250	18	69
251	18	
252 ➥100-page issue	60	296
253	18	78
254	22	
255	9	35
256-257	9	
258	9	36
259	9	42
260	9	
261	9	62
262	9	
263	9	44
264	9	
265-266	8	
267	8	31
268	8	
269	8	34
270	8	27
271	8	38
272 ➥100-page issue	20	112
273	7	36
274	7	49
275	7	27
276	7	35
277	7	
278 ➥100-page issue	17	89
279-283	5	
284	7	
285	5	
286	5	18
287-292	4	
293-299	3	
300	11	45
301-350	3	
351-399	2	
400	5	20
401-422	2	
423	5 △	20

RETROVIEW
Brave and the Bold #60 ★★★



"The Astounding Separated Man"

The newly formed Teen Titans (Wonder Girl included) must stop a gigantic creature whose body parts cause mayhem.

This is a fairly straightforward super-hero adventure, except that the monster's creator isn't causing it to rampage, which only his teen-age son believes. Large, puffy, pink body parts provide an odd menace, but their havoc provide a viable reason for the Titans to show up. The only truly cringe-worthy scene comes when the surfers attack the giant in the ocean. "C'mon, you gremmies, hodads, and hot doggers! The surfin's fine!" Some battle cry.

DC
Jul 1965 • 25 pp.
Writer: Bob Haney
Pencils: Bruno Premiani
Inks: Bruno Premiani
Cover: Nick Cardy

© DC Comics

Best CGC copy: 9.6 **Then 12¢ NOW $85**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Anl 1	600	
Anl 2	325	
Anl 3	210	
Anl 4	180	
Anl 5	105	
Anl 6	90	
Anl 7	62	
Anl 8	46	
Anl 9-10	5	
Anl 11-12	3	
Special 1-3	4	
Superman DC, 1987		
0	3	
1	4	14
CGC 9.9 avg		140
2	4	
3-5	3	
6-8	2	
9	4	
10-49	2	
50	4	15
51-52	2	
53	3	
54-72	2	
73	3	
74-75 ➥Death of Superman	4	
75/Collectors	12	32
75/Platinum	40	49
76-77	3	
78	2	
78/Collectors	3	
79-82	2	
82/Variant	4	
83-99	2	
100	3	
100/Variant	4	
101-122	2	
123	3	
123/Variant	5	
124-150	2	
150/Variant	4	
CGC 9.9 avg		30
151-170	2	
171	4	
CGC 9.9 avg		30
172-174	2	
175	4	
176-190	2	
190/with 10¢	4	
191-199	2	
200	4	
201	8	
202	2	
CGC 9.9 avg		89
203	6	9
CGC 9.9 avg ➥Lee sketchbook		75
204	4	12
CGC 9.9 avg		132
204/Sketch 400	▽	558
CGC 9.9 avg		100
205-210	3	
1000000	3	
1000000/Ltd	15	
Anl 1-12	3	
GS 1-GS 3	5	
Special 1	4	
3D 1	4	
Superman Adventures DC, 1996		
1-3	3	
4-20	2	
21	4	
22-66	2	
Anl 1	4	
Special 1	3	
Superman & Batman: Generations DC, 1999		
1-4	5	
Superman & Batman: Generations II DC, 2001		
1-4	6	
Superman & Batman: Generations III DC, 2003		
1-12	3	
Superman/ Batman DC, 2003		
1	5 △	22
1/Retailer ed.	60 ▽	258
2	6	22
3	5	
3-2	3	
4	4	
CGC 9.9 avg		60
5	3	
6	4	
CGC 9.9 avg		74
7	3	
8	8	
CGC 9.9 avg ➥1st new Supergirl		174
9-13	3	
Superman Family DC, 1974		
164 ➥100-page issue	28	118
165 ➥100-page issue	13	53
166-167	13	
168	13	76
169	13	
170	11	35
171-177	11	
178-180	5	
181-196	4	
197	4	14
198-200	4	
201-222	3	

The shaded column indicates **AVERAGE ACTUAL ONLINE AUCTION prices paid** for **slabbed CGC 9.4 (NM) copies** of each issue.

Only those comics that have sold in 9.4 (NM) **more than once** are included in our list. For items that have been sold online many times, we only average the **25 most recent** closed auctions.

We've tracked more than 250,000 online auctions for CGC comics since June 2000. If we don't list a market price, there simply isn't one yet.

Tufts art ▼

THE BOTTOM LINE	1	2	3	4	5	6	7	8
	JUL 74	OCT 74	JAN 74	APR 75	JUL 75	OCT 75	JAN 76	MAR 76
NM Price	$20	$10	$5	$5	$5	$5	$5	$5

Showcase #59 ★★★½

© DC Comics

DC
Dec 1965 • 25 pp.
Writer: Bob Haney
Pencils: Nick Cardy
Inks: Nick Cardy
Cover: Nick Cardy

"The Return of The Teen Titans"

It's up to The Teen Titans to prove the innocence of a popular teen band accused of crimes. But the crooked teens take down The Titans using the band's own skills.

This is a fun mystery story that leaves readers wondering right to the end. The trio (a surfer on a floating board, a gymnast who twirls a baton, and a biker who can ride up walls) would have been laughed off the stage, but their props give them enough weapons to provide a sufficient challenge for The Titans. Nick Cardy's art, which began this issue, added just the right, light touch to make the art blend perfectly with the level of drama in the stories.

Best CGC copy 9.6 **Then 12c NOW $115**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Superman's Girl Friend Lois Lane DC, 1958		
1	2600	
2	625	
3	415	
4-5	300	
6-10	220	
11-18	125	
19	215	
20	125	
21-29	86	
30-50	48	
51-67	34	
68	44	
69	34	
70	175	
➥1st SA Catwoman		
71	105	
➥Catwoman app		
72-73	15	
74	34	
75-76	15	
77	24	
78	15	
79-80	10	
81	10	116
82-85	10	
86	16	
87-94	10	
95	25	275
➥Giant-sized		
96-103	8	
104	16	
105	14	
106	14	162
107	6	102
108	6	
109	6	55
110	6	
111	10	171
112	6	
113	14	
114-115	6	
116	6	54
117	6	46
118	6	
119	6	58
120	6	
121	5	42
122	8	106
123	8	
124	5	153
125-127	5	
128	5	62
129-134	5	
135	5	24
136-137	5	
Anl 1	75	
Anl 2	50	
Superman's Pal Jimmy Olsen DC, 1954		
1	4000	
2	1250	
3	675	
4-5	475	
6-10	335	
11-20	235	
21-30	150	
31-40	100	
41-50	75	
51-56	50	
57-70	30	
71	25	
72-73	30	
74-75	25	
76	30	
77-80	25	
81	25	129
82-87	25	
88	25	133
89	20	
90	20	104
91-94	16	
95	25	
96-99	16	
100	25	174
101-102	12	
103	12	118
104	35	191
➥Weird Adventures		
105-112	12	
113	25	
➥Anti-Superman ish		
114-119	12	
120-126	10	
127	16	75
128-130	10	
131-132	8	
133	10	
134	25	
135	12	66
136	12	
137	12	49
138	12	
139	12	111
140	12	
141-144	10	
145	10	36
146-148	10	
149	10	41
150	10	
151	8	
152-163	7	
Superman: Man of Steel DC, 1991		
0	3	
1	6	19
2	3	
3	3	11
4-16	2	
17	3	
18	4	18
19-21	3	
22	2	
22/Variant	3	
23-30	2	
30/Variant	3	
31-49	2	
50	3	
51-99	2	
100	3	
100/Variant	4	
101-134	2	
1000000	3	
Anl 1-6	3	
Superman: The Man of Tomorrow DC, 1995		
1-14	2	
15	3	
1000000	2	
Superman/ Thundercats DC, 2004		
1	6	
CGC 9.9 avg		46
Super Manga Blast! DARK HORSE, 2000		
1-18	5	
19-46	6	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Supernatural Thrillers MARVEL, 1972		
1	20	101
2	10	
3	10	38
4	10	41
5	20 ▽	99
➥1st Living Mummy		
6-8	10	
9	10 △	38
10-11	10	
12	10	47
13	10	48
14-15	10	
Super Powers DC, 1984		
1	2	
CGC 9.9 avg		33
1-5	1	
Super Powers DC, 1985		
1-6	1	
Super Powers DC, 1986		
1-4	1	
Super Soldier DC, 1996		
1	2	11
Super Soldier: Man of War DC, 1997		
1	2	
Super-Team Family DC, 1975		
1	6	36
2	4	
3	4	27
4	4	28
5	3	27
6	3	
7	3	22
8-10	4	
11	3	16
12-14	3	
15	3	20
Super-Villain Team-Up MARVEL, 1975		
1	7	38
2	5	
3	4	
4	4	23
5	4	35
5/30¢	8	
6	3	
6/30¢	6	
7	3	
7/30¢	6	
8-13	3	
14	3	21
15-17	3	
Supreme IMAGE, 1992		
0-1	3	
1/Gold	3	
2-12	2	
13-40	3	
41	4	
41/Ltd	15	
41/AmEnt	9	
42-56	3	
Anl 1	4	
Supreme: Glory Days IMAGE, 1994		
1-2	3	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Swamp Thing DC, 1972		
1	60 ▽	224
2	30 ▲	114
3	20	67
4	20 ▽	62
5	15	68
6	15	50
7	12 ▽	81
8	10	49
9	10	46
10	10	48
11	5	30
12	5	29
13-15	5	
16	5	25
17	5 △	27
18	5	29
19	5	
20	5	36
21-23	5	
24	5	20
Swamp Thing DC, 1986		
46	4	
47-49	3	
50	4	
51	3	
52	4	
53	5	
➥Batman app.		
54	3	15
55-81	3	
82-83	2	
84	5	
➥Sandman app		
85-89	2	
90	3	
91-99	2	
100	3	
101-124	2	
125	3	
126-140	2	
140/Platinum	6	
141-149	2	
150	3	
151-158	2	
159-171	3	
Anl 4-7	4	

Flashback 2000

5 years ago in CBG...

#1364 JANUARY 7 2000

Charles Schulz announced his retirement from drawing his ever-popular ***Peanuts*** daily comic strip after nearly 50 years. Schulz's career in newspaper strips began with ***Li'l Folks*** on Dec. 7, 1947. ***Peanuts*** debuted Oct. 2, 1950.

#1365 JANUARY 14 2000

CBG announced the results of its polls selecting the favorite people in comics during the last century. The polls, issued to ***CBG*** readers, comics professionals, and comics fans in general, selected favorite creators and series of the 20th century.

Announcing the results of three of the polls, **Stan Lee** was named favorite writer followed by **Alan Moore**, **Neil Gaiman**, **Gardner Fox,** and **Roy Thomas**.

Jack Kirby similarly was named top penciller, followed in turn by **George Pérez**, **Neal Adams**, **Carl Barks,** and **Curt Swan**.

Top series honors went to ***Fantastic Four***, with ***Sandman*** second, and ***Amazing Spider-Man***, ***Justice League of America,*** and ***Uncanny X-Men*** rounding out the top five.

#1366 JANUARY 21 2000

Marvel announced it was "fast-tracking" a project to bring ***Doctor Strange*** to the big screen as early as summer 2001. Plans for the live-action film, which was being created in cooperation with Columbia Pictures, included Marvel's **Avi Arad** as executive producer and **Matt Edelman** as co-producer.

#1367 JANUARY 28 2000

CrossGeneration Comics, a.k.a. **CrossGen**, revealed its inaugural lineup of titles due in May. The five titles started with ***CrossGen Chronicles***, followed by ***Meridian***, ***Mystic***, ***Scion,*** and ***Sigil***.

— from the Comics Buyer's Guide archives

	9	10	11	12	13	14	15	16	17	18	19
		Tufts art	Tufts art			Tufts art	Tufts art				Final issue
	MAY 76	JUL 76	SEP 76	NOV 76	FEB 77	APR 77	JUN 77	AUG 77	OCT 77	DEC 77	FEB 78
NM Price	$5	$5	$5	$5	$5	$5	$5	$5	$5	$5	$5

Sniper & Rook #1-7

The silly spy genre, currently represented by *Danger Girl* and not much else, could certainly use some company. Enter Sniper & Rook, a pair of gun-toting, mask-wearing secret agents who may or may not have a thing for each other. Think *Moonlighting* with shots to the head.

BETA 3
WRITER:
JOHN METYCH
ARTISTS:
VARIOUS
B/W • 28 Pgs. (#1); 32 Pgs.@ (#2-7)
$2 TO $2.99

Creator John Metych has a winning concept, but each issue takes forever to come out, a sad reality of self-publishing. Over five years span the first mini-comic to the latest issue. It also doesn't help that each issue continues into the next. If Metych can bring out his comics more often, then he'll have a better chance of building a fanbase.

The art ranges from competent to outstanding and generally improves as the series progresses; however, the original artist, Jonathan Sukarangsan, was showing excellent progress but didn't continue past #4. A glance at the website reveals that Metych plans a different artist for each upcoming issue. Not a wise move.

Despite these quirks, *Sniper & Rook* is witty and engaging, and deserves a look.

★★★ **— Steve Horton**

www.betathree.tripod.com

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Swamp Thing DC, 2000		
1	4	
CGC 9.9 avg		44
1-20	3	
Swamp Thing DC, 2004		
1-9	3	
Swing with Scooter DC, 1966		
1	30	
2	18	
3	15	
4-5	12	
6-10	10	
11-19	8	
20	8	96
21-30	6	
31-36	5	
Sword of Sorcery DC, 1973		
1	3	32
2-5	2	
Sylvia Faust IMAGE, 2004		
1-2	3	
Tales From the Crypt E.C., 1950		
20	775	
21	900	
22	700	
23	520	1381
24-25	520	
26-30	400	
31	460	
32	300	
33	675	925
➥Crypt Keeper origin		
34-46	295	
Tales of Asgard MARVEL, 1968		
1	30	115
Tales of Asgard MARVEL, 1984		
1	2	
Tales of Evil ATLAS-SEABOARD, 1975		
1	5	32
2-3	5	
Tales of Ghost Castle DC, 1975		
1	10 △	37
2-3	9	
Tales of Suspense MARVEL, 1959		
1	1400	
2	540	
3	475	
4	450	
5-10	325	
11-20	240	
21-32	150	
33-38	135	
39	3500	
➥1st Iron Man		
40	1100	
41	650	
42	325	2125
43-45	325	
➥1st Crimson Dynamo		
46-47	210	
48	265	1446
➥1st red/gold armor		
49	210	
50	155	
51	105	
52	140	
53	120	780
➥Watcher origin		
54-56	62	
57	170	
58	210	1191
➥Cap America app.		
59	210	
➥Cap stories start		
60	120	
61-62	82	
63	180	
➥Bucky origin		
64	72	428
65	125	
66	125	571
➥Red Skull origin		
67	52	
68	52	336
69-70	52	
71	42	222
72-73	42	
74	42	138
75-79	42	
80	42 △	162
81	32	215
82	32	184
83	32	177
84	32	
85	32	156
86	32	159
87	32	192
88	32 △	187
89	32	145
90	32	205
91	32	148
92	32	149
93	32	204
94	32	173
95	32	
96	32 △	168
97	32	
98	32	191
99	32	182
Tales of Suspense MARVEL, 1995		
1	7	
Tales of the Green Lantern Corps DC, 1981		
1	2	
2-3	1	
Anl 1	2	
Tales of the Legion DC, 1984		
314-324	1	
325	1	
CGC 9.9 avg		33
326-354	1	
Anl 4-5	2	

RETROVIEW
Teen Titans #1

★★★

DC
Feb 1966 • 24 pg.
Writer: Bob Haney
Pencils: Nick Cardy
Inks: Nick Cardy
Cover: Nick Cardy

"The Beast-God of Xochatan!"

The Titans join The Peace Corps to visit a South American country and battle a giant robot interfering with efforts to build a school and dam.

Opening scenes pay homage to The Peace Corps' efforts, using the Titans' "indoctrination" to let readers know how respectful volunteers must be and showing the heroes' mentors admiring this decision. The fact that they did it only because Robin decided they should and that they're only doing it to fight a giant robot are overlooked. Except for that odd motivation, too-thick speechifying in the beginning, and an odd setting for a #1 issue, the story has loads of action and cool art.

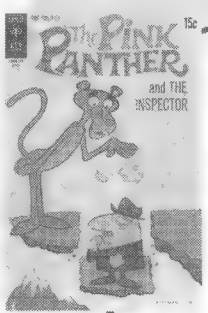
© DC Comics

Best CGC copy: 9.6 **Then 12¢ NOW $220**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Tales of the New Teen Titans DC, 1982		
1	2	
2-4	1	
Tales of the Teen Titans DC, 1984		
41-42	2	
43	3	
CGC 9.9 avg		41
44	6	21
CGC 9.9 avg		213
45-59	2	
60-91	1	
Anl 4	2	
Tales of the Unexpected DC, 1956		
1	750	
2	385	
3	275	
4-5	225	
6-10	165	
11-20	125	
21-30	100	
31-39	85	
40	650	
➥Space Ranger starts		
41-42	275	
43	450	
➥Space Ranger cover		
44-45	200	
46-50	150	
51-55	125	
56-60	100	
61-70	85	
71-74	60	
75	50	140
76-82	50	
83-90	30	
91-100	22	
101-104	20	
Tales of the Zombie MARVEL, 1973		
1	8	
2	5	
3	4	
4	4	51
5-10	4	
Anl 1	5	
Tales to Astonish MARVEL, 1959		
1	2000	
2	635	
3-5	440	
6-10	355	
11-20	265	
21-26	200	
27	3600	
➥1st Hank Pym		
28-34	175	
35	1900	
➥1st Ant-Man		
36	625	
37-38	350	
39	350	919
40	350	
41-43	230	
44	290	
45-46	150	
47	150	644
48	150	
49	205	866
➥1st Giant Man		
50	95	
51	95	311
52	95	
53	95	455
54	95	
55	95	237
56	95	
57	125	1057
➥Spider-Man app.		
58	95	
59	150	1088
➥Giant-Man vs. Hulk		
60	175	
➥Hulk stories start		
61	75	
62	75	411
63-65	75	
66	70	
67	70	418
68-69	70	
70	100	285
➥Namor stories start		
71-74	55	
75	55	151
76	55	156
77-78	55	
79	55	217
80	55	155
81	55	224
82	78	
➥Iron Man app.		
83	55	209
84	55	157
85	55	231
86	55	140
87	55 ▽	155
88	55	195
89	55	159
90	55	236
91	52	182
92	75	162
➥Silver Surfer app		
93	75	374
➥Silver Surfer app		
94	50	131
95	50	168
96	50	125
97	50	193
98	50	138
99	50	
100	75	165
101	85	240
Tank Girl DARK HORSE, 1991		
1	4	
2-4	3	
Tank Girl 2 DARK HORSE, 1993		
1-4	3	
Targitt ATLAS-SEABOARD, 1975		
1	8	33
2-3	8	

PRICES FOR OTHER UNSLABBED GRADES

Unslabbed (loose) Very Fine/Near Mint is **5/6** (83%) of the Loose NM price above
Very Fine (VF) is **2/3** (67%) of NM
Fine (F) is **1/3** (33%) of NM
Very Good (VG) is **1/5** (20%) of NM
Good (G) is **1/8** (12.5%) of NM



The Pink Panther

Everything but the Mancini

As described in this issue's feature on page 102, *Pink Panther* evolved from a stock adaptation of a DePatie-Freleng cartoon into one of Gold Key's most inventive humor titles in the 1970s with the work of Warren Tufts, beginning in #16.

Image © Mirisch-Geoffrey DFE

Adapts cartoon episode — "Clouzot" name appears — Story redrawn in #46 — No Inspector story

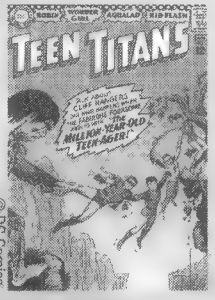
	1	2	3	4	5	6	7	8	9	10
NM Price	APR 71 $25	JUL 71 $15	OCT 71 $12	JAN 72 $12	MAR 72 $12	MAY 72 $8	JUL 72 $8	SEP 72 $7	NOV 72 $8	JAN 73 $8

THE BOTTOM LINE

Teen Titans #2

★★½

"The Million-Year-Old Teenager"



© DC Comics

A prehistoric cave boy and giant are thawed from their ice prison. When the giant attacks a town, The Titans are called to stop him.

The story has a commendable "don't prejudge" message: Garn, the former cave boy who is being assimilated into high-school culture, is mocked for his strangeness and lumped together with the marauding giant due to fear and bigotry. The kids learn A Valuable Lesson when he helps defend them. But c'mon — a cave boy frozen in a cliff who comes to life and goes to high school? Weren't there ways to create that dynamic without making readers' disbelief crash to the ground?

DC
Apr 1966 • 24 pp.
Writer: Bob Haney
Pencils: Nick Cardy
Inks: Nick Cardy
Cover: Nick Cardy

Last CGC copy: **9.8** **Then 12¢ NOW $100**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Tarzan DELL, 1948		
1	900	
2	525	
3-5	385	
6-9	290	
10	260	
11	235	
12-15	220	
16-20	160	
21-30	135	
31-54	80	
55-70	50	
71-79	42	
80-99	30	
100	40	
101-110	28	
111-120	25	
121-131	20	
Tarzan GOLD KEY, 1962		
132-154	14	
155	18	
156-162	10	
163-164	8	
165	10	
166-167	8	
168	10	
169-170	8	
171	10	
172-200	7	
201-206	6	
Tarzan DC, 1972		
207	12 ▽	63
208	6	42
209	6	
210	6	29
211-229	4	
230	8	49
231-233	8	
234	8	55
235	8	
236	3	21
237-238	3	
239	3	22
240-252	3	
253	3	27
254	3	
255	3	17
256-258	3	
Tarzan MARVEL, 1977		
1	3	20
1/35¢	15	20
2	2	
2/35¢	15	
3	2	
3/35¢	15	
4	2	
4/35¢	15	
5	2	
5/35¢	15	
6-29	2	
Anl 1-3	2	
Tarzan DARK HORSE, 1996		
1-20	3	
Tarzan Digest DC, 1972		
1	3	
Tarzan Family DC, 1975		
60	5	
61	5	20
62	4	8
63	4	9
64-66	4	
Tarzan: The Savage Heart DARK HORSE, 1999		
1	3	10
2-4	3	
Team 7 IMAGE, 1994		
1-4	3	
Ashcan 1	1	
Team America MARVEL, 1982		
1-12	1	
Team Titans DC, 1992		
1	4	
1/5 vars	3	
2-24	2	
Anl 1	4	
Anl 2	3	
Team Youngblood IMAGE, 1993		
1-9	2	
10	3	
11	2	
12-22	3	
Teenage Mutant Ninja Turtles MIRAGE, 1984		
1	175	1055
1/Counterfeit	2	
2	28	133
2/Counterfeit	2	
3	15	51
3/Misprint	15	
4	12	91
5	4	
6	3	
7	5	
8	4	
9-10	3	
11	4	
12-15	3	
16-62	2	
Teenage Mutant Ninja Turtles MIRAGE, 1993		
1-13	3	
Special 1	4	
Teenage Mutant Ninja Turtles IMAGE, 1996		
1	4	
2-23	3	
Teen Titans DC, 1966		
1	220 ▽	949
2	100	220
3	40	180
4	40	
5	40	148
6-7	32	
8	32	140
9	32	129
10	32	
11-17	28	
18	33	97
19-20	33	
21	33	196
22	33	
23-25	18	
26-30	12	
31	20	
32	18	55
33	18	91
34-35	18	
36	18	78
37 ➥Giant-sized	18	108
38	18	
39-43	12	
44	7	22
45-47	7	
48 ➥1st Harlequin	12	21
49	7	
50 ➥Batgirl returns	20	
51-53	6	
Teen Titans DC, 1996		
1	4	25
2-3	3	
4	3	8
5-10	3	
11	2	
12	3	
13-24	2	
Anl 1	4	
Anl 1999	5	
Teen Titans DC, 2003		
0.5	16	
1	12	
CGC 9.9 avg		43
2-15	3	
16	5	
17	4	
Talos IMAGE, 1999		
1-Ashcan 1	3	
Terry and the Pirates Comics HARVEY, 1947		
3	285	
4	160	
5	100	
6	65	
7	65	145
8-10	65	
11-12	55	
13	55	125
14-20	55	
21-25	45	
26-28	28	
Thanos MARVEL, 2003		
1-12	3	
Thing CHARLTON, 1952		
1	735	
2-4	585	
5-9	540	
10-14	390	
15	295	
16	295	313
17	295	
Thing MARVEL, 1983		
1	2	25
2-13	2	
14	2	
CGC 9.9 avg		51
11-36	1	
Thirteen DELL, 1961		
1	35	
2	24	
3-4	20	
5-10	18	
11-25	14	
26-29	8	
30 Days of Night IDEA & DESIGN WORKS, 2002		
1	55 ▽	85
1/2nd	7	9
2	25	54
3	10	15
CGC 9.9 avg		101
Anl 2004	5	
30 Days of Night: Return to Barrow IDEA & DESIGN WORKS, 2004		
1	12	
2	8	
3	5	
4-5	4	
Thor MARVEL, 1966		
126	125	
127	45	320
128	45	220
129	45	
130	45	234
131	45	248
132	45 △	105
133	45	210
134	45	190
135-137	45	
138	45	116
139	45	124
140	45	183
141	32	145
142	32	173
143	32	
144	32	129
145	32 ▽	139
146	32	134
147	32	137
148	32	162
149	32	133
150	32	207
151	32 ▽	107
152	32	99

Swamp Thor $

Flashback 1995

10 years ago in CBG...

#1103 JANUARY 6 1995

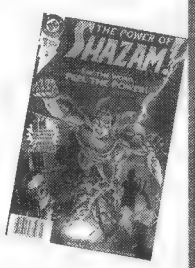
A **Diamond Comic Distributors**' survey revealed averages among retailers. Diamond issued the survey during its Fall Fling '94 Open Houses.

Results showed 8.1% of stores had a net profit margin of 35% or higher. It also indicated the average retailer:

- Had been in business for five years, or eight years if part of a store chain.
- Had average gross annual sales of $165,648.51.
- Occupied 1,700 square feet of space.
- Paid full-time salaried workers $14,414.25.
- Paid full-time hourly workers $5.94 per hour.
- Paid part-time hourly workers $5.08 per hour.
- Resided alongside other stores.

#1104 JANUARY 13 1995

DC Comics announced the return of **Captain Marvel** to its monthly roster with ***The Power of Shazam!*** At the helm was writer **Jerry Ordway**, who updated the Captain Marvel mythos in a 1993 graphic novel of the same name. Joining Ordway were pencillers **Peter Krause** and **Mike Manley**, and colorist **Glenn Whitmore**.



#1105 JANUARY 20 1995

Writer/artist **Terry Moore** described his upcoming self-publishing venture with the second series of his ***Strangers in Paradise***. The project followed his successful three-issue ***SiP*** mini-series with Antarctic Press.

#1106 JANUARY 27 1995

Topps began publication of ***The X-Files*** comic book, having exclusive rights from 20th Century Fox for the adaptation of the Fox television series to comic books.

— from the Comics Buyer's Guide archives

Electro the Elusive — First Tufts — Some inks by Tufts — All inks by Tufts — Some by Tufts — All by Tufts; only Panther/Inspector crossover — Tufts

	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
	MAR 73	MAY 73	JUL 73	SEP 73	OCT 73	NOV 73	JAN 74	MAR 74	MAY 74	JUL 74	SEP 74	OCT 74	NOV 74	JAN 75	MAR 75
NM Price	$6	$6	$6	$6	$6	$6	$6	$6	$6	$6	$4	$4	$4	$4	$4

Spawn #134-135

The first thing *Spawn* fans noted about this story arc is that the series returned to its beaten path of monthly releases.

IMAGE
WRITERS:
BRIAN HOLGUIN, TODD MCFARLANE
ARTISTS:
ANGEL MEDINA, ET AL
Color • 36 Pgs.@ $2.50@

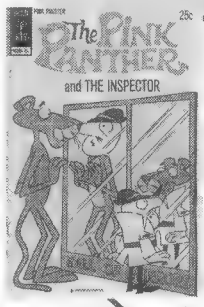
This arc is called "A Thousand Clowns," which means that you-know-who is back (Violator, not Voldemort), symbiotically assisted by the former government shadow agency leader turned asylum patient Jason Wynn. Through him, The Clown-Violator has begun to amass an army.

Meanwhile, the curvaceous, possibly-of-drinking-age Nyx, who has been helping the newly earthbound Al Simmons rediscover his Spawn side, is out to learn the secrets of Hell and help out a long-dead (and damned) friend along the way.

Long-time *Spawn* fans can appreciate the dramatic shift of several issues ago, when Al Simmons rose from the dead, and this arc continues to keep readers hopping for the next issue. It's also nice that The Violator isn't back with the same old tricks. And there's great art as always from Angel Medina. *Spawn* is one of the better titles out there, if only it can keep its once-clockwork monthly schedule.

★★★ **— Ray Sidman**

www.imagecomics.com
www.spawn.com



△ #20

The PINK PANTHER

Panther team-up

Think Pink Panther and The Inspector met only in the movie openings, not in the TV cartoons or comics?

Check "Pick of the Posse" in #20, which has the only Inspector/Pinky cross-over we've been able to find in the entire series (so far).

mage © Mirisch-Geoffrey DFE

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Thor CONTINUED		
153	32	134
154	32	85
155	32	112
156	32 ▽	97
157	32	87
158	32 ▽	181
159	32	111
160	32	125
161	25 ▽	96
162	25 △	108
163	25	95
164	25	
165 ➥Warlock app.	40 △	220
166	36	186
167	24	124
168 ➥Galactus origin	36	
169 ➥Galactus origin	36	146
170	20	70
171	20 ▽	74
172	20	76
173	20 ▽	76
174	20	99
175	20	72
176	20	78
177	20	92
178	18	
179	18	67
180 ➥Thor vs. Mephisto	24	123
181	23	110
182	12	60
183-187	12	
188	12	67
189-192	12	
193 ➥Silver Surfer app	55	279
194	12	46
195	12	91
196-199	12	
200	16	
201	9	
202	9	41
203	9	
204	9	46
205	9	
206-207	7	
208	7 ▽	30
209	7	31
210-215	7	
216	7	29
217-221	7	
222	7	29
223-224	7	
225 ➥1st Firelord	14	94
226	7	43
227	5	23
228	5	24
229	5	
230	5	23
231	5	21
232	5	30
233	5	22
234	5	20
235	5	17
236	5	
237	5	21
238	5	17
239	5	25
240-241	5	
242	5	17
243-246	5	
246/30¢	20	
247	5	
247/30¢	20	
248	5	
248/30¢	20	
249	5	22
249/30¢	5	
250	5	16
250/30¢	5	
251	5	23
252-253	5	
254	5	22
255-259	5	
260	5	19
260/35¢	15	19
261	5	16
261/35¢	15	16
262	5	
262/35¢	15	
263	5	
263/35¢	15	
264	5	
264/35¢	15	
265	3	
266	3	24
267-289	3	
290	3	11
291-299	3	
300	8	
301-336	2	
337 ➥1st Beta Ray Bill	7	31
338	3	
339	4	15
340	3	
CGC 9.9 avg		44
341-373	2	
374	3	
375-400	2	
401-410	1	
411	3	
412 ➥1st Amer. Crusader	2	15
413-431	1	
432-433	2	
434-449	1	
450	3	
451-473	1	
474-475	2	
475/Variant	3	
476-481	2	
482	3	
483-499	2	
500	3	
501-502	2	
Anl 2	65	
Anl 3	12	
Anl 4	10	
Anl 5-6	8	
Anl 7	7	24
Anl 8	6	
Anl 9-10	4	
Anl 11	4	14
Anl 12-19	3	

Thor
MARVEL, 1998

1	4	14
1/Sketch	20	
1/Sunburst	5	20
2	3	
3-11	2	
12	3	
13-31	2	
32	4	
33-34	2	
35	3	
36-61	2	
62-79	3	
80 ➥Avngrs Dissmbled	12	
81-85 ➥Avngrs Dissmbled	4	
Anl 1999-01	4	

RETROVIEW
Teen Titans #3

★★1/2

DC
Jun 1966 • 25 pp.
Writer: Bob Haney
Pencils: Nick Cardy
Inks: Nick Cardy
Cover: Nick Cardy

"The Revolt at Harrison High"

Going undercover, The Titans disrupt a criminal organization run by Ding-Dong Daddy, who uses unsuspecting high-school dropouts for his nefarious activities.

Yikes! Major Message! Twice in three issues, The Titans work for The Man. This time, The Department of Education asks The Titans to discover why so darn many teens are dropping out of school in one town, and they happily agree. The villain is a large, fat, slangy guy with lots of cool cars. When the town's teens learn the truth, they agree to go back to school. Lots of action and nice art kept the plots and dialogue from torpedoing this series early on.

© DC Comics

Best CGC copy: 9.6 **Then 12¢ NOW $40**

Thor: Son of Asgard
MARVEL, 2004

1-10	3	

Thrilling Comics
BETTER, 1940

1	2000	
2	800	
3	650	
4-10	500	
11-18	425	
19 ➥1st Amer. Crusader	500	
20	425	
21-30	350	
31-40	310	
41 ➥Hitler cover	700	
42-52	270	
53-61	225	
62	225	836
63-70	225	
71-78	90	
79	90	239
80	90	

ThunderCats
WILDSTORM, 2002

0	3	10
1	3	26
2-5	3	

Thundercats: The Return
DC, 2003

1-5	3	

Tick
NEC, 1986

1	15	27
2	8	24
2/Variant	15	
3	6	
4	8	17
5	8	
6-7	5	
8-8/Variant	8	
9-12	3	
12/Ltd	20	
13	4	
Special 1	50	
Special 2	25	

Tiger Girl
GOLD KEY, 1968

1	35	50

Tigerman
ATLAS-SEABOARD, 1975

1	8	38
2-3	8	

Time Tunnel
GOLD KEY, 1967

1	40	
2	35	148

Time Warp
DC, 1979

1	4	20
2-5	2	

Titans
DC, 1999

1	4	
2-24	3	
25	4	
26-50	3	
Anl 1	4	

Toe Tags Featuring George Romero
DC, 2004

1-2	3	

Tomahawk
DC, 1950

1	850	
2	400	
3-5	290	
6-10	195	
11-20	125	
21-27	100	
28	110	
29 ➥Frazetta art	130	
30	90	
31-40	70	
41-50	56	
51-56	45	
57 ➥Frazetta art	85	
58-60	40	
61-80	32	
81-90	25	
91-100	15	
101-110	10	
111-120	8	
121-132	6	
133-140	5	

Tomb of Dracula
MARVEL, 1972

1	85 △	346
2	25	126
3	18	128
4	18	93
5	18	60
6	18	89
7	15	76
8	12	46
9	12	45
10 ➥1st Blade	100 △	361
11	10	
12	12	102
13 ➥Blade origin	25	136
14	12	59
15	10	43
16	10	36
17	12	41
18	10	53
19	12	72
20-21	10	

For issues not listed here, check our **STANDARD CATALOG OF COMIC BOOKS**. The largest book about comics ever, it includes prices and details for more than 155,000 comic books.

Or look for our portable version, the **COMIC BOOK CHECKLIST & PRICE GUIDE**.

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Get them from your local retailer or order them from www.krausebooks.com!

Tufts art | Tufts art | Tufts art | Tufts art

NM Price	26 MAY 75 $4	27 JUL 75 $4	28 SEP 75 $4	29 OCT 75 $4	30 NOV 75 $4	31 JAN 76 $4	32 MAR 76 $4	33 APR 76 $4	34 MAY 76 $4	35 JUN 76 $4

THE BOTTOM LINE

Teen Titans #4 ★★★½

© DC Comics

DC
Aug 1966 • 24 pp.
Writer: Bob Haney
Pencils: Nick Cardy
Inks: Nick Cardy
Cover: Nick Cardy

"The Secret Olympic Heroes"

The Titans, along with Speedy (shown as a charter member in this flashback story), help keep a secret organization from wrecking the Olympics.

Much as with Green Arrow's late arrival to The JLA, Speedy finally joins The Titans, albeit via a flashback to make it appear he was already a member. Readers knew better, especially since he disappeared again after the story for a good long time. The story combines the Olympic danger with a tale of a teen competitor fearful of disappointing his father. The stories blend well, and the message is toned down enough to ensure kids don't just roll their eyes.

Best CGC copy: 9.6 **Then 12¢ NOW $40**

UNSLABBED SLABBED
Near Mint CGC 9.4 NM

22-27 8
28. . . . . 8 54
29. 8
30. . . . . 10 40
31. . . . . 8 39
32. . . . . 8 39
33-34 7
35. . . . . 7 52
36. . . . . 7 34
37. 7
38. . . . . 7 32
39-40 7
41. . . . . 7 33
42. . . . . 6 27
43. 6
43/30¢ 18
44. 6
44/30¢ 18
45. . . . . 6 △ 47
45/30¢ 18
46. 6
46/30¢ 18
47. . . . . 6 28
47/30¢ 18
48. . . . . 6 35
49. 6
50. 10
51. 6
52. . . . . 6 33
53-56 6
57. . . . . 6 18
58. . . . . 6 32
58/35¢ 12
59. 6
59/35¢ 12
60. 6
60/35¢ 12
61. . . . . 5 23
62-66 5
67. . . . . 5 25
68. . . . . 5 35
69. . . . . 5 35
70. . . . . 8 46

Tomb of Dracula
MARVEL
1-2 3

Tomb of Dracula
MARVEL, 1979
1. 8
2-6 6

Tomb of Dracula
MARVEL, 1991
1-4 5

Tomb Raider: Journeys
IMAGE, 2002
1-12 3

Tomb Raider: The Series
IMAGE, 1999
0. 3
0/DF 5
0.5 3
1. . . . . 3 12
1/Holofoil . . . 7
1/Another Unv 5
CGC 9.9 avg 129
1/Tower Gold . 6
1/Tower 5
2. 3
CGC 9.9 avg 71
2/Tower 5
2/Tower foil . . 7
3. 3
3/Mnstr Mart . 7
3/Gold Mart . . 6
4. 3
4/DF 4
4/DF w certif . 8
5. 3
5/DF 6 16
6-7 3
7/Museum . 125
8-9 3
9/White 4
9/DF 6
9/DF blue . . . 7
9/Sketch . . . 10
10. 3
10/Gold foil . 12
10/Red foil . 10
11. 3
11/Graham . . 5
12. 3
13. . . . . 3 19
14-15 3
15/DF 10
16-46 3
Ashcan 1. . . 5

Tomorrow Stories
DC, 1999
1. 4
2-12 3

Tom Strong
DC, 1999
1. 4
2-29 3

Tom Strong's Terrific Tales
DC, 2002
1. 4
2-11 3

Top 10
DC, 1999
1. 4
2-12 3

Top Eliminator
CHARLTON, 1967
25-29 10

Top-Notch Comics
M.L.J., 1939
1. 3500
2. 1500
3. 1000
4. 825
5. 900
6-8 650
9. 3000
➥1st Black Hood
10. 1000
➥2nd Black Hood
11-15 . . . 625
16-20 . . . 550
21-30 . . . 425
31-38 . . . 250
39. . . . . 250 821
40-45 . . . 250

Tor
DC, 1975
1. . . . . 6 △ 29
2-6 2

Torso
IMAGE, 1999
1-2 4
3-6 5

Total Recall
DC, 1990
1. 3

Touch of Silver
IMAGE, 1997
1-6 3

Tower of Shadows
MARVEL, 1969
1. 20
2. 12
3. . . . . 12 67
4-8 10
9. 8
Special 1. . 10 ▽ 86

Transformers
MARVEL, 1984
1. . . . . 10 △ 41
2. . . . . 5 30
3. . . . . 5 24
4. . . . . 3 16
5. 3
6. . . . . 3 20
7-11 3
12. . . . . 3 14
13-20 3
21-55 2
56. . . . . 2 23
57-69 2
70-75 5
76. . . . . 5 14
77. . . . . 10 23
78. 10
79. . . . . 10 34
80. . . . . 18 70

Transformers: Armada
DREAMWAVE, 2002
12-18 3

Transformers: Generation 1
DREAMWAVE, 2002
1/Autobot . . . 4 15
CGC 9.9 avg 63
1/Deception . . 4
1/Chromium . 6 21
1/Retailer . . 20 ▽ 49
2. . . . . 4 7
3-6 3

Transformers: Generation 1 Preview
DREAMWAVE, 2002
1. . . . . 4 18

Transformers: Generation 2
MARVEL, 1993
1. 2
1/Variant. . . . 3
2-12 2

Transformers/ G.I.Joe
DREAMWAVE, 2003
1. . . . . 3 6
1/Dynamic. . . 1 6
1/Holofoil . . . 6
2-6 3

Transformers: Headmasters
MARVEL, 1987
1-4 1

Transformers: The War Within
DREAMWAVE, 2002
0. . . . . 3 10
1. . . . . 3 15
1/Variant. . . . 7
2-5 3
5/A 5
6. 3

Transmetropolitan
DC, 1997
1. . . . . 8 30
2. 6
3-5 4
6-60 3

Transmetropolitan: I Hate It Here
DC, 2000
1. 6

Trigger Twins
DC, 1973
1. 5

Trouble
MARVEL, 2003
1. . . . . 3 10
2-5 3

Turok, Son of Stone
DELL, 1956
3. . . . . 155 458
4-5 125
6-7 110
7/30¢ 135
8-10 110
11-20 75
21-30 48
31-40 38
41-50 28
51-60 22
61-70 15
71-90 10
91-99 8
100. . . . . 8 50
101-110 . . . 8
111-130 . . . 6
GS 1 85

TV Stars
MARVEL, 1978
1. . . . . 6 50
2-4 4

Twilight Zone
DELL, 1962
1. . . . . 90 334
2. 55
3. 42
4-10 35
11-20 30
21-27 16
28-30 10
31-40 8
41-51 6
52-70 5
71-92 4

Two-Fisted Tales
E.C., 1950
18. 700
19. 500
20. 325
21-22 . . . 260
23-25 . . . 210
26-30 . . . 160
31-35 . . . 130
36-40 . . . 115
41. . . . . 115 568
Anl 1. . . . 550
Anl 2. . . . 400

Two-Gun Kid
MARVEL, 1948
1. 660
2. 300
3. . . . . 220 543
4. 220
5. 200
6-10 165
11-12 . . . 125
13-20 90

Flashback 1990

15 years ago in CBG...

#842 JANUARY 5 1990

Attorneys for cartoonist **Garry B. Trudeau** filed suit against the Writers Guild of America, claiming harassment because Trudeau did not strike against television production company Darkhorse Productions during the 1988 WGA strike.

#843 JANUARY 12 1990

Organizers of the **San Diego Comic-Con** and the **Comic Book Expo** found housing in an office in downtown San Diego "after years of floating between various committee member's houses."

#844 JANUARY 19 1990

Comic book adaptations of **Robert E. Howard**'s stories were announced by **Dark Horse Comics. Roy and Dann Thomas** planned to adapt Howard's **Cormac Mac Art** character into a four-issue series of the same title. This was the first DH project highlighting Howard's work.

#845 JANUARY 26 1990

Cartoonist **Matt Groening**'s *The Simpsons* was announced as a prime-time animated series for the Fox network.

Contributor **Ryan O'Donnell** told ***CBG*** readers to watch for the hidden spider worked into most of **Todd McFarlane**'s ***Amazing Spider-Man*** covers.

— from the Comics Buyer's Guide archives

*Note: While #16-64 all likely have **some** Tufts art, we're only noting issues we've visually confirmed.*

36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
JUL 76	SEP 76	OCT 76	NOV 76	JAN 77	MAR 77	APR 77	MAY 77	JUN 77	JUL 77	SEP 77	OCT 77	NOV 77	JAN 78	MAR 78
NM Price $4	$4	$4	$4	$4	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3
				Tufts art	Tufts art	Tufts art	Rep. part of #1; Tufts cover	Tufts art	Tufts art	Tufts redraws story from #5	Tufts art	Tufts art	Tufts art	Tufts art

Starkweather #1

The hilarious thing about this comic book is that the creators hired someone specifically for copy-editing and lettering. The script is littered with missing punctuation, but at least everything's spelled correctly.

ARCANA STUDIO
WRITER:
DAVID A. RODRIGUEZ
ARTISTS:
JOHN BOSCO, ROB LEAN
Color • 32 Pgs.
$2.95

Seriously, though, the voiceover captions are the best part. The main character, Starkweather, has a witty and clever thought process. Commenting on the nature of his powers, he compares himself to Presto from the *Dungeons & Dragons* cartoon.

The art is in the classic Image style; John Bosco's pencils are inconsistent. The first and last pages are beautiful, but, whenever the action gets too thick, the art becomes muddled. Bosco needs to add more gutters between panels. On Page 6, the main character's hair in one panel runs into his hair in another.

The art also doesn't always agree with the script. On Page 6 again, Starkweather refers to a character using a speed-loader, but no such device is depicted. In these cases, it's a good idea to revise the dialogue after the writer sees the art.

★★½ — **Steve Horton**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Two-Gun Kid CONTINUED		
21-30	80	
31-44	60	
45-46	55	
47	45	
48	50	
49-50	40	
51	50	
52	40	
53-54	20	
55	40	
56	20	
57	40	
58-59	20	
60	30	
➥Two-Gun Kid origin		
61-80	12	
81-82	8	
83	8	50
84-92	8	
93-129	4	
129/30¢	20	
130	4	
130/30¢	20	
131	4	
131/30¢	20	
132-136	4	
2001, A Space Odyssey MARVEL, 1976		
1	5 ▽	21
2	5	23
3-7	5	
7/35¢	20	
8	12	51
9-10	5	
GS 1	12	
Ultimate Elektra MARVEL, 2004		
1-3	2	
Ultimate Elektra and Daredevil MARVEL, 2003		
1	3	13
2	2	
3	2	7
4	2	
Ultimate Fantastic Four MARVEL, 2004		
1	2	14
CGC 9.9 avg		163
2	2	
CGC 9.9 avg		106
3-7	2	
8	2	
CGC 9.9 avg		67
9-12	2	
Ultimate Marvel MARVEL, 2001		
1	6	
2-11	4	
Ultimate Marvel Team-Up MARVEL, 2001		
1	3	11
2-16	3	
Ultimate Nightmare MARVEL, 2004		
1-3	2	
Ultimates MARVEL, 2002		
1	5	17
CGC 9.9 avg		101
2	3	14
3	3	10
4	2	18
5	2	16
6	2	9
7	2	
8	2	9
9	2	12
10-11	2	
12	2	5
13	4	
CGC 9.9 avg		36
Ultimate Six MARVEL, 2003		
1	4	9
CGC 9.9 avg		94
2	3	11
CGC 9.9 avg		53
3	2	
4	3	
CGC 9.9 avg		53
5	2	
6	3	
CGC 9.9 avg		42
7	2	
Ultimate Spider-Man MARVEL, 2000		
0.5	8 △	21
0.5/Con ed	18	
1	65 ▽	153
1/White bck	500 ▽	297
1/DF	160	130
1/K-B Toys	4	17
1/FCBD	3	12
3	16 ▽	30
4	8 ▽	30
5	55	65
6	9	28
7	9	20
8	8 ▽	21
9	6 ▽	13
10	6	16
11	5	15
CGC 9.9 avg		182
12	4	15
CGC 9.9 avg		157
13	5	17
14	4	13
CGC 9.9 avg		150
15	5	15
CGC 9.9 avg		113
16	3	12
17	3 ▽	15
CGC 9.9 avg		167
18	3	13
19	3	16
20	3	13
21	3	13
22	4	16
23	3	
24	3	14
25	3	21
26	3	14
27	4	13
CGC 9.9 avg		75
28	3	
29	4	16
CGC 9.9 avg		72
30	3	13
31	4	12
CGC 9.9 avg		69
32	3	
CGC 9.9 avg		106
33	4 ▽	17
CGC 9.9 avg		202
34	3	13
35	3	13
36	3	
37	3	15
38	3	9
39	3	7
40	3	13
41	3	
42	3	11
43	3	11
44	3	
45	3	9
46	3	
47	4	
CGC 9.9 avg		130
48	3	
49	3	8
50	4	13
CGC 9.9 avg		106
53	3	
CGC 9.9 avg		107
54-2	2	
60	8	
61	4	
62	8	
63-64	6	
65-68	2	
SP 1	4	11
Ultimate War MARVEL, 2003		
2	3	11
3	3	
4	3	13
Ultimate X-Men MARVEL, 2001		
0.5	5	14
1	14	33
1/Variant	20	
1/Sketch	40	105
1/DF	30	43
1/Checkers	4	
2	7 △	18
3	6	13
4	5	11
5	5	
6	4	
7	4	12
8	4	13
9	4	12
10	4	12
11	3	14
12	3	11
13-15	3	
16	3	8
17	3	8
18	3	
19	4	11
CGC 9.9 avg		29
20	3	
21	3	7
22-26	3	
27-33	2	
34	2	12
40	2	
41	4	
CGC 9.9 avg		42
42-52	2	
Uncanny X-Men MARVEL, 1970		
-1	2	
142	25 △	49
➥Future Past		
143	8 ▽	29
144	6 △	21
145	7 ▽	24
CGC 9.9 avg		246
146	6 ▽	21
147	6	26
148	6	17
149	5	19
150	5	21
151	5	15
152	5	18
153	5	17
154	5	18
155	5	13
156	5	20
157	5	21
158	6	24
➥Rogue app.		
159	5	26
160	5	20
161	5	15
162	6	22
163	5	21
164	5	24
165	5	17
166	5	20
167	4	14
168	5	18
169	5	20
170	5	19
171	5	21
172	5 ▽	20
173	5	19
174	5	18
175	5	21
176	4	12
177	4	14
178	5	10
CGC 9.9 avg		82
179	4 ▽	13
CGC 9.9 avg		95
180	3	
181	4	15
182	5	22
183	5	22
184	4	20
185	4	14
186	4	14
187	3	11

Arrows track **ACTUAL ONLINE SALES** of **slabbed CGC 9.4 (NM) copies** of each issue.

▲ A black up arrow indicates the average price paid has gone **up THREE months in a row**

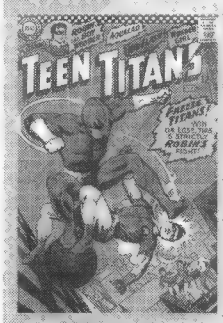
▲ A gray up arrow indicates the average price paid has gone **up TWO months in a row**

△ An open up arrow indicates the average price paid has gone **up since last month**

▽ An open down arrow indicates the average price paid has gone **down since last month**

RETROVIEW
Teen Titans #5

★★★



DC
Oct 1966 • 23 pp.
Writer: Bob Haney
Pencils: Nick Cardy
Inks: Nick Cardy
Cover: Nick Cardy

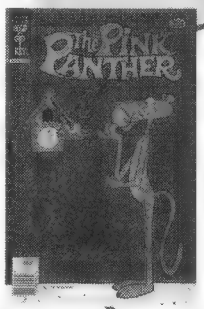
"The Perilous Capers of the Terrible Teens"

The Titans battle The Ant, a teen-age criminal being blackmailed into using his super-powers to commit crimes.

The Ant is a reasonable foe for our teen group, except for that name and his shocking-pink costume (and his ability to evade Wonder Girl and Kid Flash so easily, but let's not go there). The role that the teens play in the story flows logically. The Ant's younger brother is shocked to learn that his brother (whom he defended) would do the things he's accused of, just as The Ant is shocked to learn the info he's being blackmailed with isn't true.

© DC Comics

Best CGC copy: **9.6** — **Then 12¢ NOW $40**



△ #61

The PINK PANTHER

Pink bibliography

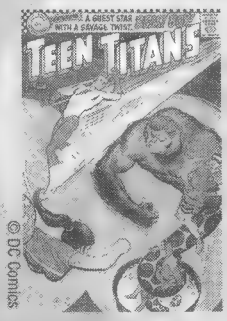
Following the lead of the cartoon series, most titles of Pink Panther stories included the word "Pink" in the name, except for a few (in #7, #11, #25, and #82).

Beginning with #21, Inspector stories are titled, "Case of..."

image © Mirisch-Geoffrey DFE

	Tufts art	Tufts art	Tufts art; no Inspector stories			Tufts art	Tufts art	Tufts art	Tufts art	
	51	52	53	54	55	56	57	58	59	60
	APR 78	MAY 78	JUN 78	JUL 78	AUG 78	SEP 78	OCT 78	NOV 78	DEC 78	JAN 79
NM Price	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3

Teen Titans #6 ★★★



"The Fifth Titan"

After his efforts to join the team are thwarted, Beast Boy joins a carnival, where he is mind-controlled by the evil owner and battles The Titans. .

Speedy's membership is shockingly ignored altogether, which is made evident by the title that makes BB the "fifth" Titan. Why Speedy disappeared is hard to say, since he couldn't have been more low-profile or useless than Aqualad, and the envy he created by flirting with Wonder Girl in #4 added needed team interaction. Both he or Beast Boy (as we later saw) would've been good members. Again in this story, an evil adult uses a good-hearted teen for his own greedy ends.

DC
Dec 1966 • 24 pp
Writer: Bob Haney
Pencils: Bill Mont
Inks: Sal Trapani
Cover: Nick Carr

Last CGC copy: **9.6** Then 12c NOW **$32**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
188	3	12
189	4	16
190	4	15
191	5 ▽	15
CGC 9.9 avg		126
192	4	15
193	5	16
CGC 9.9 avg		66
194-195	3	
196	3	11
CGC 9.9 avg		101
197	3	14
CGC 9.9 avg		78
198	3	19
199	3	
200	5	19
201	5	24
202	4	15
203	4	14
204	4	
205	4	24
206	4	14
207	4	19
208	4	14
209	4	
210	5	27
211	5 △	19
212	6 ▽	24
213	6 ▽	25
214-215	3	
216	3	7
217-218	3	
219	4	15
220	4	18
221	7	33
➥1st Mr. Sinister		
222	5	25
223	4	18
224	3	
225	3	13
226	3	
227	3	10
228	3	13
229	3	13
230-233	3	
234	3	20
235-240	3	
241	3	9
242	3	
243	3	10
244	5	23
CGC 9.9 avg		215
➥1st Jubilee		
245	3	22
246-247	3	
248	5 △	23
249	3	
250	3	13
251	3	16
252-255	3	
256	3	15
257	3	14
258	3	14
259-261	3	
262	3	17
263	3	17
264-265	3	
266	14 △	49
CGC 9.9 avg		1757
➥1st Gambit		
267	6 ▽	22
268	6 ▽	17
269	3	
270	4	17
271	3	14
272-274	3	
275	3	14
276	3	15
277-280	3	
281	2 △	10
282	3 △	16
283	4 △	15
CGC 9.9 avg		193
284-285	3	
286	2	
287	3	
288-291	2	
292	3	
CGC 9.9 avg		53
293	2	
294/Collectors.	2	
295/Collectors.	2	
296/Collectors.	2	12
297-299	2	
300	3	13
CGC 9.9 avg		47
301-302	2	
303	3	10
304	2	
305	2	8
306	2	
307	5	
308-328	2	
329	4	
330-352	2	
353	3	
354-362	2	
363	4	
364	3	
365-378	2	
379	3	
380-381	2	
381/DF	7	25
382-386	2	
387	3	
388-403	2	
404	4	
405-411	2	
412	2	9
413-415	2	
416	3	11
417-429	2	
430-438	3	
439	2	
440-441	3	
442	2	
443	3	
444	4	
CGC 9 9 avg		57
445-449	2	
450-451	6	
452	3	
Anl 1	50 ▽	203
Anl 2	45	
Anl 3	14 ▽	39
Anl 4	6	25
Anl 5	5	20
Anl 6	7	
Anl 7	5	14
Anl 8	4 ▽	14
Anl 9	10	
Anl 10	8	
Anl 11	4	
Anl 12	4	16
Anl 13	3	
Anl 14	6	17
Anl 15	4	
Anl 16	2	
Anl 17-18	3	
Anl 1995	4	
Anl '96-98	3	
Anl '00-01	4	

Uncle Sam
DC, 1997
1-2 5

Uncle Scrooge
GEMSTONE, 2003
319-335 ... 7

Unexpected
DC, 1968
105 30
106-113 .. 18
114-118 .. 12
119 ..... 14 80
120 12
121 16
122 12
123 ..... 12 39
124-127 .. 12
128 ..... 14 176
➥Wrightson art
129-132 ... 8
133 ..... 8 85
134 ..... 8 76
135-136 ... 8
137 ..... 8 △ 31
138-145 ... 8
146 ..... 8 40
147-156 ... 8
157-161 .. 14
162 ..... 14 113
➥100 pages
163-190 ... 5
191 6
192-222 ... 4

Union
IMAGE, 1995
1-9 3

Unity
VALIANT, 1992
0 ..... 1 19
0/Ltd 3 73
1 2
1/Variants ... 3
YB 1 4

Universe
IMAGE, 2001
1-6 3
7 ..... 3 4
8 5

Universe X
MARVEL, 2000
0-13 4

Universe X: Spidey
MARVEL, 2001
1 ..... 4 37
1/DF 6
1/Sketch ... 10
1/Recalled .. 60

Unknown Soldier
DC, 1977
205-210 ... 5
211-229 ... 4
230-247 ... 3
248-249 ... 5
250-267 ... 3
268 5

Unknown Soldier
DC, 1988
1-12 3

Unknown Soldier
DC, 1997
1-4 3

Untold Legend of the Batman
DC, 1980
1 3
2-3 2

Untold Tales of Spider-Man
MARVEL, 1995
-1 1
1 2
2-25 1
Anl 1996-1997 2

Usagi Yojimbo
FANTAGRAPHICS, 1986
1 ..... 8 △ 22
2-3 5
4-5 4
6-38 3
Special 1-Special 3 4
Summer 1 .. 5

Usagi Yojimbo
MIRAGE, 1993
1 5
2-5 4
6-16 3

Usagi Yojimbo
DARK HORSE, 1996
1 4
2-79 3
Special 4 ... 4

V
DC, 1985
1 2
2-13 1
14 ..... 1 7
15-18 1

Valor
E.C., 1955
1 190
2 140
3-4 115
5 105

Valor
DC, 1992
1-12 1
13-23 2

Vampire Lestat
INNOVATION, 1990
1 ..... 5 23
2 ..... 3 18
3 ..... 3 13
4-12 3

Vampirella
WARREN, 1969
1 ..... 325 △ 25
2 ..... 125 139
3 ..... 200 31
4 ..... 75 68
5 75
6 ..... 70 135
7 ..... 70 313
8 70
9 ..... 70 237
10 ..... 30 △ 141
11 43
12 ..... 43 183
13-15 43
16 30
17 ..... 30 143
18-21 30
22 ..... 30 127
23-25 30
26 20
27 30
28-36 25
37-38 20
39 ..... 20 168
40 ..... 20 85
41 ..... 20 97
42-45 20
46 25
47-50 20
51-56 17
57 ..... 17 77
58-61 17
62 ..... 17 130
63-64 17
65 ..... 17 52
66-70 17
71-99 16
100 30
101-105 .. 16
106 ..... 16 128
107-111 .. 16
112 45
113 195
Anl 1 175
Special 1 .. 30

Vampirella
HARRIS, 1992
0 5
0/Silver. 5

Flashback 1985

20 years ago in CBG...

#581 JANUARY 4 1985

A collection of **Walt Disney** art sold for approximately $500,000. The 379-lot sale, held by Christie's, lasted four hours. Highlights included a cel from the **Mickey Mouse** cartoon ***The Brave Little Tailor*** that realized $19,000. A cel illustrating **Pinocchio** and **Geppetto** brought $18,000.

#582 JANUARY 11 1985

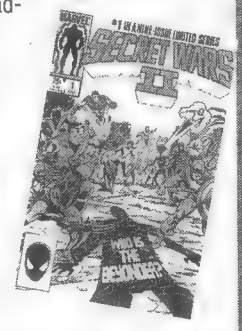
Jack Mercer, the voice of classic cartoon characters **Popeye**, **Wimpy** and **Felix the Cat**, died in Manhattan. He was 74.

#583 JANUARY 18 1985

Cartoonist **Gus Arriola** announced the retirement of his daily and Sunday strip comic **Gordo**. Plans called for the strip to end in early 1985. The 67-year-old Arriola said "43 years of deadlines is enough to kill anybody."

#584 JANUARY 25 1985

Marvel revealed the series tie-in schedule for its ***Secret Wars II*** saga. The nine-issue series, a follow-up to 1984's ***Marvel Super-Heroes Secret Wars***, included 34 tie-in issues across its regular monthly series.



— from the Comics Buyer's Guide archives

Tufts art | Tufts; Inspector | Last new story | Tufts art | Last Tufts art | Reprints #5 | Low circulation

	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
	FEB 79	MAR 79	APR 79	MAY 79	JUN 79	JUL 79	AUG 79	SEP 79	OCT 79	NOV 79	DEC 79	JAN 80	FEB 80	JUL 80	AUG 80
NM Price	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$3	$8

Tom Strong
Book 3

In the first two *Tom Strong* volumes, Alan Moore set up the world of Tom Strong. Now, in this book, he brings it to a boil in the character's first real epic.

DC/ABC
WRITERS:
ALAN MOORE, LEAH MOORE
ARTISTS:
CHRIS SPROUSE, ET AL
Color • 144 Pgs.
$24.95

If you can see Chapter One's "Ring of Fire" as a *Fantastic Four* homage, then Tom and company's war against an invading colony of space ants is his "Galactus Trilogy."

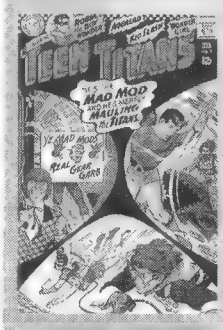
Absolutely everyone we've seen before has a part to play in this epic, from the much-maligned Funt Bros. (though for their own good, those two need to be separated) to Teslas' new boyfriend, lava man Val Var Garm.

Of course there are few new twists to be wrung from an "aliens invade Earth" plot but Moore expertly establishes a genuine sense of menace from his invaders who actually are aliens instead of the usual plus-sized humanoids. Just as good and almost better are the back-up stories, the very best being Leah Moores' very first story which also ends up being the last bow for Tom Strong's arch-nemesis, science villain Paul Saveen.

★★★★ **— S.A. Bennett**

www.dccomics.com
ISBN: 1-40120-282-9

RETROVIEW
Teen Titans #7
★★★½



"The Mad Mod, Merchant of Menace!"

The Titans accompany rock star Holley Hip on his European tour to uncover a smuggling operation.

Wonder Girl is so ga-ga over being assigned to travel with Holley that she dances around the room with his life-size cutout. After agreeing to help the Treasury Department on this job, The Titans salute a photo of JFK and his "Ask not" quote.

Throw in the hippy dippy Mad Mod and lots of British slang ("Luv a duck — it's The Titans! They're gear! They're ginchy!") and you've got everything that made The Titans so classically Silver Agey.

DC
Feb 1967 • 23 pp.
Writer: Bob Haney
Pencils: Nick Cardy
Inks: Nick Cardy
Cover: Nick Cardy

© DC Comics

Best Guide copy: **9.6** **Then 12¢ NOW $32**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Vampirella CONTINUED		
0/Gold	5	
1	15	
2	12	
3	10	
4-5	8	
Vampire Tales MARVEL, 1973		
1	35	
2-7	18	
8	20	87
9-11	20	
Anl 1	10	
Vault of Evil MARVEL, 1973		
1	8	190
2-3	5	
4-6	4	
7	4	62
8-10	4	
11-23	3	
Vault of Horror E.C., 1950		
12	4000	
13	800	
14	725	
15	600	
16	500	
17-19	360	
20-25	275	
26-30	225	
31-40	185	
Vengeance Squad CHARLTON, 1975		
1	3	28
2-6	2	
Venom MARVEL, 2003		
1	5	49
CGC 9.9 avg		57
2	3	5
3	2	
4-5	3	
6	2	
7-8	3	
9	4	
CGC 9.9 avg		47
10-18	3	
Venom: Funeral Pyre MARVEL, 1993		
1	3	12
2-3	3	
Venom: Lethal Protector MARVEL, 1993		
1	3	22
CGC 9.9 avg		48
1/Black error	75	
1/Gold	5	
2-6	3	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Venom vs. Carnage MARVEL, 2004		
1	6	
2-4	3	
V for Vendetta DC, 1988		
1-10	3	
Vicki ATLAS-SEABOARD, 1975		
1	28	
2	18	
3	12	▽ 45
4	12	
Vision MARVEL, 1994		
1-4	2	
Vision & Scarlet Witch MARVEL, 1982		
1	3	17
2-4	2	
Vision & Scarlet Witch MARVEL, 1985		
1	2	
2-12	1	
Voltron: Defender of the Universe DEVIL'S DUE, 2004		
1-10	3	
Walt Disney's Comics and Stories DELL, 1940		
1	20000	
2	7500	
3	3400	
4	2050	
5	1250	
6-7	1100	
8-9	900	
10	850	
11-15	750	
16-17	650	
18	625	
19-30	580	
31	3700	
➥Barks Donald starts		
32	2000	
33	1200	
34	950	
35-36	840	
37	435	
38	650	
39-40	580	
41-46	500	
47-50	475	
51-60	375	
61-70	305	
71-80	240	
81-87	215	
88	270	
89-90	210	
91-97	190	
98	365	
➥Unc. Scrooge starts		
99	190	
100	200	
101-112	155	
113-116	90	
117	130	
118-123	85	
124	130	
125	190	
126-129	130	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
130-133	125	
134	200	
135-139	105	
140	225	
➥1st Barks Gyro		
141-150	94	
151-170	88	
171-200	80	
201-240	75	
241-260	60	
261-283	50	
284-285	25	
286	28	
287	25	
288-289	28	
290	25	
291-293	28	
294-296	25	
297-308	28	
309-311	25	
312	28	
313-334	14	
335	25	
336-341	14	
342-351	25	
351/Poster	30	
351/No poster	20	
352	25	
352/Poster	30	
352/No poster	20	
353	25	
353/Poster	30	
353/No poster	20	
354	25	
354/Poster	30	
354/No poster	20	
355	25	
355/Poster	30	
355/No poster	20	
356	25	
356/Poster	30	
356/No poster	20	
357	25	
357/Poster	30	
357/No poster	20	
358	25	
358/Poster	30	
358/No poster	20	
359	25	
359/Poster	30	
359/No poster	20	
360	25	
360/Poster	30	
360/No poster	20	
361-400	25	
401-429	14	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
430	10	
431-432	12	
433	10	
434-436	12	
437-438	10	
439-440	12	
441-443	10	
444-445	6	
446-465	10	
466	6	
467-510	10	
511	15	
512-513	12	
514-516	8	
517-518	5	
519	14	
520-549	10	
550	6	
551-554	4	
555-556	3	
557-573	4	
574-577	5	
578-579	3	
580	5	
581-584	3	
585	5	
586-597	3	
598-599	4	
600-611	6	
612-633	7	
Walt Disney's Comics & Stories GEMSTONE, 2003		
634-650	7	
Walt Disney Showcase GOLD KEY, 1970		
1	16	
2	10	
3-4	9	
5-6	12	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
7-8	9	
9	10	
10	12	
11-13	8	
14	12	
15	8	
16-18	12	
19	10	
20	9	
21-23	8	
24-29	7	
30	15	
➥Magica de Spell		
31-32	9	
33-39	7	
40-41	8	
42	7	
43	12	
44-54	7	
Wanted IMAGE, 2003		
1/Jones	9	
1/Silvestri	12	
CGC 9.9 avg		50
1/Miglari	12	
1/DthRow	3	
1/WWTex	15	
1/WAce	5	
2-3	3	
4	3	
4/SanDiego	5	
5	3	
Wanted, the World's Most Dangerous Villains DC, 1972		
2-3	8	
4-9	6	

The shaded column indicates **AVERAGE ACTUAL ONLINE AUCTION prices paid** for **slabbed CGC 9.4 (NM) copies** of each issue.

Only those comics that have sold in 9.4 (NM) **more than once** are included in our list. For items that have been sold online many times, we only average the **25 most recent** closed auctions.

We've tracked more than 250,000 online auctions for CGC comics since June 2000. If we don't list a market price, there simply isn't one yet.

The Pink Panther

From Gold Key to Harvey

In the way of most things Western (Publishing, that is), *Pink Panther* dwindled away in its remaining years, circulated only in Whitman prepack bags.

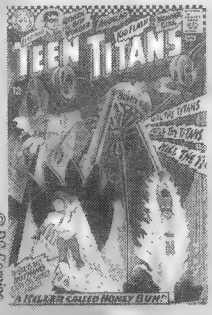
Harvey revived the title in 1993, reprinting issues from the middle of Warren Tufts' run.

△ Special #1

Image © Mirisch-Geoffrey DFE

	Low circ.	Low circulation	Low circulation	Low circulation	New, with story reprinted from #1	New, with stories reprinted from #6	Low circulation	Low circulation
	76	77	78	79	80	81	82	83	84	85
	OCT 81	DEC 81	JAN 81	JUL 81	SEP 81	FEB 82	MAR 82	APR 82	JUN 83	CA. 83
NM Price	$8	$8	$8	$8	$8	$8	$8	$8	$8	$8

Teen Titans #8 ★★★



© DC Comics

"A Killer Called Honey Bun"

The Titans must juggle efforts to smooth tensions between a town and its foreign-exchange students with a battle against a giant robot.

Adults protesting over foreign-exchange students using signs that say "Xchange Programs Stink"? Well, whatever. The rights of townspeople to protest irrationally are well defended, and the usual plot of misunderstood teen doing what's right despite the personal ramifications is presented in another variation. The story, like most in the series, was enjoyable but not stirring, if you could get past the implausibility of the actions of the adults and teens that cause the problems in the first place.

DC
Apr 1967 • 23 pp.
Writer: Bob Haney
Pencils: Irv Novick
Inks: Jack Abel
Cover: Nick Cardy

Last CGC copy: 9.8 **Then 12¢ NOW $32**

War
CHARLTON, 1975

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
1	5	30
2-10	3	
11-49	2	

War Is Hell
MARVEL, 1973

1	15	113
2-5	10	
6-8	8	
9	6	72
10-15	6	

Warlock
MARVEL, 1972

1	15 ▽	121
2	8	56
3	5	72
4	5	
5	5	29
6	5	50
7-8	5	
9	5	41
10	10 ▲	43
11	10	28
12	8	39
12/30¢	15	
13	8	39
13/30¢	15	
14	8	21
14/30¢	15	
15	8	24

Warlock
MARVEL, 1982

1	4	
2-6	3	
Special 1	2	

Warlock
MARVEL, 1992

1-6	3	

Warlock
MARVEL, 1998

1-4	3	

Warlock
MARVEL, 1999

1-4	2	

Warlock
MARVEL

1-3	3	

Warlock and the Infinity Watch
MARVEL, 1992

1	3	
2-24	2	
25	3	
26-42	2	

Warlord
DC, 1976

1	8	41
2	4	
3-6	3	
7-29	2	
30-47	1	
48	2	
49-130	1	
131	2	
132	1	
133	2	
Anl 1	3	
Anl 2-6	1	

Warlord
DC, 1992

1-6	2	

Warrior Nun Areala
ANTARCTIC, 1994

1	5	
1/Ltd	5	
2-3	4	
3/Collectors	8	
3/Deluxe	8	
3/Ltd	5	

Watchmen
DC, 1986

1	8	18
2	5	
3	5	10
4-7	4	
8	4	10
9-11	4	
12	4	12

Way of the Rat
CROSSGEN, 2002

1-24	3	

Weapon X
MARVEL, 1995

1	2	8
2-4	2	

Weapon X
MARVEL, 2002

1-8	2	
9-28	3	

Weapon Zero
IMAGE, 1995

1-5	3	

Weapon Zero
IMAGE, 1996

1-14	3	
15	4	

Web of Horror
MAJOR MAGAZINES, 1969

1	90	571
2	55	
3	65	
➥1st Wrightson cvr		

Web of Spider-Man
MARVEL, 1985

1	8	23
2	4	15
CGC 9.9 avg		171
3-5	4	
6	4	11
7	4	23
8	4	10
9-10	4	
11	3	13
12-28	3	
29	5	
30	4	
31-32	5	
33-35	3	
36	4	
37	3	
38	5	
39-47	3	
48	8	16
➥1st Demogoblin		
49	2	
50	3	
51-57	2	
58	3	
59	8	
60-61	3	
62-89	2	
90	5	
91-99	2	
100	4	
101-105	2	
106/Collectors	5	
106	1	
107-113	2	
113/Collectors	4	
114-116	2	
117	3	
117/Variant	5	
118	3	
119	2	
119/Collectors	6	
120	4	
121-124	2	
125	3	
125/Variant	4	
126-129	2	
129/Collectors	5	
Anl 1	5	
Anl 2	6	10
Anl 3-10	3	
SS 1	4	

Weird Fantasy
E.C., 1950

1	1150	
2	500	
3-4	425	
5	335	
6-10	240	
11-13	180	
14	300	
15	200	850
16-19	170	
20	200	
21	285	
22	140	

Weird Mystery Tales
DC, 1972

1	30 △	82
2	20	122
3	15	
4-10	12	
11	10	
12	10	73
13	10	61
14	10	
15	10	21
16-18	10	
19	10	75
20	10	
21	15	
22-24	10	

Weird Science
E.C., 1950

1	1450	
2	625	
3-4	575	
5-10	360	
11-12	230	
13	230	1674
14	230	
15-18	260	
19-22	335	

Weird Science-Fantasy
E.C., 1954

23-24	235	
25	270	
26	220	
27	235	
28	260	
29	450	

Weird Suspense
ATLAS-SEABOARD, 1975

1	8	35
2	8	
3	1	

Weird War Tales
DC, 1971

1	125	500
2	75	
3	45	
4-5	30	
6-10	20	
11	12	90
12	12	
13	12	34
14-20	12	
21-28	8	
29	8	20
30-31	8	
32-50	6	
51-92	5	
93	6	29
94-101	5	
102-123	4	
124	4	17

Weird War Tales
DC, 1997

1-4	3	
Special 1	5	

Weird Western Tales
DC, 1972

12	30	147
13	25	105
14-15	20	
16-28	12	
29	16	47
30-35	6	
36	6	39
37-50	6	
51-70	5	

Weird Western Tales
DC, 2001

1-4	3	

Weird Wonder Tales
MARVEL, 1973

1	10	50
2	5	
3	5	31
4-15	3	
15/30¢	20	
16	3	
16/30¢	20	
17	3	
17/30¢	20	
18-22	3	

Weird Worlds
DC, 1972

1	4	44
2-5	3	
6-10	2	

Welcome Back, Kotter
DC, 1976

1	10	49
2-10	3	

Werewolf By Night
MARVEL, 1972

1	30 ▽	270
2	12	
3	8	52
4	8 △	77
5	6	46
6-8	6	
9	6	54
10	6	53
11	5	44
12	5	
13	5	58
14	5	
15	5	63
16	5	44
17	5	31
18	5	
19	5	50
20	5	28
21-22	4	
23	4	31
24	4	
25	4	36
26	4	29
27	4	22
28	4	
29	4	40
30	4	29
31	4	31
32	25 △	252
33	15 △	150
34-35	3	
36	3	25
37	4	50
38	3	
38/30¢	8	
39	3	
39/30¢	8	
40-41	5	
42	10	38
43	10	47

West Coast Avengers
MARVEL, 1984

1	3	
2-4	2	

West Coast Avengers
MARVEL, 1985

1-3	2	
4	1	
CGC 9.9 avg		30
5-46	1	
Anl 1-3	2	

Western Action
ATLAS-SEABOARD, 1975

1	4	37

Western Gunfighters
MARVEL, 1970

1	10	82
2-5	6	
6	6	65
7	8	
8-16	5	
17-33	4	

Wetworks
IMAGE, 1994

1	2	
1/3D	5	
1/Ltd	2	
3-24	3	
25	4	
25/Variant	4	
26-43	3	
3D 1	5	

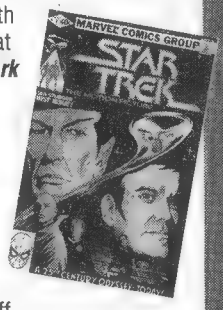
What If?
MARVEL, 1977

1	15	45
2	10	34
3	8	26

Flashback 1980

25 years ago in CBG...

#321 JANUARY 11 1980



The 1980s opened with the announcement that ***Raiders of the Lost Ark*** was set to begin shooting. Also, **Terry Beatty** gave a rave review to the just-released — and since much-maligned — ***Star Trek: The Motion Picture***. (The next month, he recommended ***The Jerk*** and ***1941***.)

Marvel added **Louise Jones** (later **Simonson**) to its editorial staff.

Western Publishing, its newsstand sell-through dropping into the 25% range, eliminated its newsstand imprint, leaving only **Whitman Comics** to be sold in bags.

— from the Comics Buyer's Guide archives

Vampirella - What $

	Low circulation	Final issue	Reprints #50	Reprints #51	Reprints #52	Christmas issue	Reprints #53	Reprints #54	Reprints #55	Reprints #56	Super Special
Harvey series (1993-94)	86 CA. 83	87 CA. 83	1 NOV 93	2 DEC 93	3 JAN 94	4 FEB 94	5 MAR 94	6 APR 94	7 MAY 94	8 JUN 94	9 JUL 94	Super 1 CA. 93
NM Price	$8	$8	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2

Wicked West

Now, it's not too often that a book could not be better. But, this one couldn't! From the "Once Upon A Time" fairy-tale opening, to the "Whatever the hell happened to you, Cotton Coleridge?" ending, this book is a winner!

IMAGE
WRITER:
TODD LIVINGSTON
ARTIST:
NEIL VOKES
COLOR AND B/W
96 Pgs.
$9.95

Based on an unfilmed treatment by Todd Livingston, it combines excellent storytelling with pages of motivated, moody artwork that keeps you turning pages. What appealed most was the story within a story approach Livingston and co-writer Robert Tinnell take.

The young boy in the story, Roy, appears in two roles, narrator and character. As a young man, he witnesses the horror that Mr. Coleridge, part-time school teacher, part-time vampire slayer, is coolly part of. As an old man, he takes his grandson to *Terror over Texas*, and relives the story he sold years ago to a writer. The stories progress together, and the black-and-white art that accompanies the 1932 plot thread is a fine touch. *The Wicked West* is a fine addition to the current Western-themed books of the last few years. Fans of all ages will appreciate the slight humor and innuendos in the book.

★★★★ — **Tim Lasiuta**

www.imagecomics.com
ISBN: 1-58240-414-3

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
What If? CONTINUED		
4	8	38
5	8	
6	5	18
7	5	
8	5	18
9-10	5	
11	4	22
12	4	
13	5	
14-15	4	
16	3	
17	4	
18-20	3	
21	3	11
22-26	3	
27	5	20
28	8	
29	3	
30	8	18
31	8	27
32-34	3	
35	5 ▽	15
36	3	20
37-45	3	
46	4	
47	3	
Special 1	3	
What If? MARVEL, 1989		
-1	2	
1	4	11
2-20	3	
21-23	2	
24	4	
25	3	
26-49	2	
50	3	
51-99	2	
100	2	9
101-104	2	
105	12	35
106-113	2	
114	3	
Where Creatures Roam MARVEL, 1970		
1	8	
2-6	5	
7	5	57
8	5	
Where Monsters Dwell MARVEL, 1970		
1	10	
2	6	
3-5	4	
6-7	3	
8	3	30
9-11	3	
12	4	
13-38	3	
Whiz Comics FAWCETT, 1940		
1	70000	
➡1st Captain Marvel		
2	5200	
3	3400	
4	2800	
5	2250	
6	1650	
7	1725	
8-9	1650	
10	1250	
11-12	1100	
13-14	1075	
15	1250	
16-18	1100	
19-20	750	
21	800	
22-24	600	
25	6200	
➡1st Capt. Marvel Jr.		
26	550	
27-30	525	
31-32	460	
33	525	
34	365	
35	410	
36-40	365	
41-43	260	
44	300	
45-50	260	
51-60	210	
61	175	520
62-70	175	
71-82	150	
83-99	130	
100	130	836
101-120	110	
121-152	100	
153-155	200	
Who's Who in the DC Universe DC, 1990		
1-16	5	
Wild Bill Hickok SUPER, 1963		
10-12	60	
WildC.A.T.s IMAGE, 1992		
0	3	
1	4	11
1/3D	5	
1/Gold	10	
1/Variant	5	
2	4	
CGC 9.9 avg		38
3-10	3	
11	15	
11/Holofoil	22	
12	8	
13	6	
14-24	3	
25	5	
26-49	3	
50	4	
50/Variant	5	
Anl 1	3	
Special 1	4	
Wildcats DC, 1999		
1-1/F	3	
1/DF	7	
1/Euro-sketch	10	
1/Euro-sketchs	30	
2-28	3	
Anl 2000	4	
WildC.A.T.S Adventures IMAGE, 1994		
1-3	2	
4-10	3	
WildC.A.T.S IMAGE, 1995		
1	2	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
WildCats Version 3.0 DC, 2002		
1-24	3	
WildC.A.T.s/ X-Men: The Dark Age IMAGE		
1	5	
WildC.A.T.s/ X-Men: The Golden Age IMAGE, 1997		
1/Charest	5	
1/Scroll	8	
1/cardstock	5	
1/glasses	7	
1/scroll, glss	9	
1/Lee	5	
WildC.A.T.s/ X-Men: The Modern Age IMAGE, 1997		
1	5	
1/Hughes	6	
1/Nightcrwlr	8	
1/glasses	7	
1/Robinson	5	
1/Nightcr, glss	8	
WildC.A.T.s/ X-Men: The Silver Age IMAGE, 1997		
1	5	
1/Brood	5	
1/Cardstck	5	
1/3D	7	
1/Indicia	7	
1/Lee	5	
Wild Frontier CHARLTON, 1955		
1	60	
2-5	40	
6	40	39
7	50	
Wild Girl DC, 2005		
1	3	
Wildstar IMAGE, 1995		
1-4	3	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
Wildstar: Sky Zero IMAGE, 1993		
1	3	
1/Gold	4	
2	2	
3-4	3	
Witchblade IMAGE, 1995		
0	5	
0.5	30	31
1	20	26
1/Sketch	5	
1/Ace	15	
1/Top Cow	5	
2	18	24
2/Ace	15	
3	10	20
4	8	
5	8	18
6-7	6	
8-10	5	
10/DF	20	
10/Amer Ent	8	
11-14	4	
14/Gold	6	
15	4	
16-18	3	
18/Amer Ent	5	
19-25	3	
25/Fathom	4	
25/Holofoil	8	
25/Error	15	
26-27	3	
28	3	11
29-41	3	
42	3	30
43-49	3	
50	5	
50/DF	15	
50/DF Auto	30	
50/Other vars.	5	
51-74	3	
75	5	
76-79	3	
500	5	
Witchblade IMAGE, 2002		
0.5	3	
Witchblade/ Tomb Raider IMAGE, 1998		
1	5	
1/Variant	4	
1/White	5	
1/Portrait	7	
1/Guns	7	
CGC 9.9 avg		49
1/Silvestri	7	
1/SilvstrGld	17	
Witchblade/ Wolverine IMAGE, 2004		
1	3	
Witching Hour DC, 1969		
1	50	531
2	25	
3	20	193
4	12	
5	18	
6	10	
7	8	
8	10	
9	8	
10-12	6	
13	10 △	145
14	8	
15-20	5	
21-30	4	
31-37	3	
38	5	
39-51	3	
52	3	33
53-63	3	
64	3	46
65-71	3	
72	3	31

PRICES FOR OTHER UNSLABBED GRADES

Unslabbed (loose) Very Fine/Near Mint is **5/6** (83%) of the Loose NM price above

Very Fine (VF) is **2/3** (67%) of NM

Fine (F) is **1/3** (33%) of NM

Very Good (VG) is **1/5** (20%) of NM

Good (G) is **1/8** (12.5%) of NM

Airboy preview

RETROVIEW

Teen Titans #9

★★1/2

"The Big Beach Rumble"

Tensions between students at two rival colleges are soothed by helping The Titans, until a present-day pirate arrives to wreak havoc.

Setting up warring students at two colleges as if they were rival street gangs seems a bit clueless, even for this title. The notion that hordes of 1967 college kids were "rumbling" because they couldn't think of anything else to do on spring break is goofy. And the dialogue is embarrassing. "Don't fink us out of havin' a good time!" one kid says to Robin. "We're wild and wooly and full of gumdrops!" Trust me: No person living in 1967 ever spoke those two sentences.

DC
Jun 1967 • 24 pp.
Writer: Bob Haney
Pencils: Irv Novick
Inks: Nick Cardy
Cover: Nick Cardy

© DC Comics

Best CGC copy: 9.8

Then 12¢ NOW $32

△ #4

SCOUT™

A post-Apocalypse Apache

Set in the near future following a nuclear exchange, Tim Truman's *Scout* featured an Apache warrior fighting corruption and monsters.

Truman created, wrote, and drew the series, which ran 24 issues.

Image © 1986 Tim Truman

NM Price	1 NOV 85	2 DEC 85	3 JAN 85	4 FEB 86	5 MAR 86	6 APR 86	7 MAY 86	8 JUN 86	9 JUL 86	10 AUG 86
	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2

Teen Titans #10

★★1/2

© DC Comics

DC
Aug 1967 • 23 pp.
Writer: Bob Haney
Pencils: Irv Novick
Inks: Nick Cardy
Cover: Nick Cardy

"Scramble at Wildcat!"

A biker gang disrupts and terrorizes a motorcycle race that The Titans are judging. The team tries to stop them but is defeated before ultimately winning.

Wonder Girl and Kid Flash are way too powerful to have a hard time with this gang, and it's embarrassing how easily they are taken out of the action. On the other hand, a biker gang is probably the most plausible villainous group The Titans have faced and is one teens could possibly relate to. As usual, the gang leader is shown to be a wimp and coward in the end — and early on proclaims, "Man, I'm wild and wooly and full of fleas!" Sound familiar?

Best CGC copy: 9.2

Then 12¢ NOW $32

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
73-76	3	
77	3	36
78-83	3	
84	3	16
85	3	

Witching Hour
DC, 2000

1-3	6	

Wolverine
MARVEL, 1982

1	25	54
	CGC 9.9 avg	764
2	15 ▽	29
3	15	32
	CGC 9.9 avg	552
4	15 △	30
	CGC 9.9 avg	566

Wolverine
MARVEL, 1988

-1	2	
0.5	3	18
0.5/Ltd.	8	
1	10 △	36
2	6	20
	CGC 9.9 avg	125
3	5	18
4	5	17
5	5	15
6	4	13
7	5	12
8	5	15
9	5	15
10	8 ▽	34
11-23	4	
24-40	3	
41	4	
42	2	
43	3	
44	2	
45-47	3	
48	3	14
49	3	
50	4	19
51-56	2	
57	3	
58-74	2	
75	4	13
76-84	2	
85	3	
85/Variant	4	
	CGC 9.9 avg	73
86-98	2	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
99	4	
100	5	22
100/Variant	8	
101-124	2	
125	4	
125/DF 1&2	10	
126-130	2	
131	5	11
131/A	2	24
132-144	2	
145	4	23
145/Nabisco125		142
146	5	25
147-149	2	
150	3	
150/DF	14	19
151-165	2	
166	3	15
167-189	2	
Anl 1995	4	
Anl '96-97	3	
Anl '99-00	4	
Anl 2001	3	
Special 1	3	

Wolverine
MARVEL, 2003

1	4	15
2-3	3	
4	3	12
5-9	3	
10	2	
11-15	3	
16	2	
17	3	
18-21	2	

Wolverine and Punisher: Damaging Evidence
MARVEL, 1993

1-3	2	

Wolverine/ Hulk
MARVEL, 2002

1	4	12
2-4	4	

Wolverine and Nick Fury
MARVEL, 1994

1	5	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM

Wolverine/ Punisher
MARVEL, 2004

1-5	3	

Wolverine: The End
MARVEL, 2004

1	10	21
	CGC 9.9 avg	171
2	6	
	CGC 9.9 avg	57
3-5	3	

Wolverine: The Origin
MARVEL, 2001

1	25 ▽	28
	CGC 9.9 avg	264
1/DF	50	54
	CGC 9.9 avg	264
2	6	17
	CGC 9.9 avg	196
2/DF	24	
3	5	17
	CGC 9.9 avg	126
3/DF	20	
4	4 △	14
4/DF	20	
	CGC 9.9 avg	144
5	4	13
5/DF	20	
6	5	15
6/DF	20	
	CGC 9.9 avg	100

Wonder Man
MARVEL, 1991

1	2	
2-24	1	
25	3	
26-29	1	
Anl 1	2	
Anl 2	3	

Wonder Woman
DC, 1942

1	17000	
2	3100	
3	1900	
4	1200	4375
5	1050	
6-9	900	
10	900	3438

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
11-20	650	
21	450	1713
22-23	450	
24	600	
25	450	
26-30	425	
31-40	415	
41-44	400	
45	500	
46-50	400	
51-60	310	
61-70	240	
71-79	190	
80-90	155	
91-100	120	
101-104	90	
105	600	
➥1st Wonder Girl		
106-110	80	
111-129	70	
130	70	176
131	56	
132	56	280
133	56	531
134	56	
135	56	201
136	56	336
137	56	361
138	56	201
139-141	56	
142	56	395
143	56	438
144-145	56	
146	56	357
147	56	283
148	56	
149	56	366
150-151	50	
152	50	318
153-154	50	
155	50	334
156-159	50	
160-161	30	
162	40	
163-170	30	
171-173	25	
174	25	81
175	25	135
176	25	143
177	25	270
178-180	25	
181-184	33	
185	33	138
186	33	71
187	33	158
188-189	33	
190	33	116
191	40	213
192-198	40	
199	40 ▲	172
200	40	183
201	14	
202	14	151
203-205	14	
206	14	48
207	14	
208	14	54
209	14	
210	14	45
211	25 ▽	146
➥100-page issue		
212-213	11	
214	30	248
➥100-page issue		
215	11	39
216	11	
217	11	58
218	11	43
219	7	21
220-223	7	
224	7	35
225-226	7	
227	7	31
228	7	23
229	7	27
230	7	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
231	7	31
232	7	36
233-236	7	
237-241	6	
242	6	25
243-249	6	
250	6	26
251	6	
252	6	28
253-260	6	
261	5	15
262-268	5	
269-279	4	
280	3	
281-283	5	
284-299	3	
300	6	22
301-329	3	

Wonder Woman
DC, 1987

0	6	
1	4	
2-10	3	
11-17	2	
18	2	6
19-84	2	
85	10	
➥1st Deodato art		
86	4	
87-93	3	
94-99	2	
100	3	
100/Variant	4	
101-119	2	
120	3	
121-139	2	
139/Ltd	15	
140-199	2	
200	4	
201-209	2	
1000000	3	
Anl 1-2	2	
Anl 3	3	
Anl 4	4	
Anl 5	3	
Anl 6	4	
Anl 7-8	3	
Special 1	2	

World of Krypton
DC, 1979

1-3	2	

World of Krypton
DC, 1987

1-4	2	

World's Best Comics
DC, 1941

1	18000	

World's Finest Comics
DC, 1941

2	4000	
3	2900	
4-5	1975	
6-7	1450	
8	1275	
9	1300	
10	1050	
11-12	895	
13	895	3525
14-16	895	
17	875	
18-20	805	
21-27	610	
28	610	2803
29-30	610	
31-40	530	
41-60	430	
61-64	320	
65	540	
66-70	370	
71	900	
➥1st Sup/Bat team		
72-73	550	
74-80	375	
81-90	235	
91-93	175	
94	525	
➥Sup/Bat team origin		
95-99	175	
100	260	
101-110	105	
111-120	85	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
121	85	497
122-137	75	
138	75	383
139-142	75	
143	52	267
144-148	52	
149	52	221
150	52	
151-152	50	
153	45	224
154-155	45	
156	55	
➥Bizarro, Joker app.		
157-160	45	
161	45	238
162	38	171
163-165	38	
166	38	152
167-171	38	
172	38	224
173	38	303
174	38	215
175-177	38	
178	30	161
179	30	
180	30	140
181	25	113
182	25	93
183-190	25	
191-193	20	
194	20	80
195-197	20	
198	80 ▽	409
➥Sup/Flash race		
199	80	306
➥Sup/Flash race		
200-202	16	
203	16	86
204	16	77
205	16	
206	16	83
207	16	69
208	16	
209	16	84
210-211	16	
212	16	63
213-214	14	
215	14	49
216	14	
217	14	33

Flashback 1975

30 years ago in CBG...

#73 JANUARY 1 1975

This issue was printed entirely on yellow stock due to a newsprint shortage caused by strikes at the local papermill. "Most subscribers thought we went to extra expense to put this issue out on colored paper because of the Christmas holidays!" **Alan Light** later recalled.

#74 JANUARY 15 1975

TBG entered its fifth year by joining the **National Central Bureau**, an organization run by Stan Blair that had for several years worked against mail fraud in comics fandom. Advertisers could apply for NCB seals, and many could be found in ads in the early years of ***TBG***. In 1974, the NCB handled more than $43,000 in claims and recovered more than $18,000, Blair said.

— from the Comics Buyer's Guide archives

What - World's $

Swords of Texas · 3-D issue · Beanish appears · Flexidisc included

	11 SEP 86	12 OCT 86	13 NOV 86	14 DEC 86	15 JAN 87	16 FEB 87	17 MAR 87	18 APR 87	19 MAY 87	20 JUN 87	21 JUL 87	22 AUG 87	23 SEP 87	24 OCT 87
NM Price	$2	$2	$2	$2	$2	$4	$2	$2	$4	$2	$2	$2	$2	$2

Wolverine #20-21

From the beginning of part one to the end of part two, "Enemy of the State" (running six issues) is a rock 'em, sock 'em tale that pulls few punches in its desire to pick

Wolverine fans up off their chairs, slap them around, and slam them back down, leaving them thoroughly satisfied, yet wanting more.

MARVEL
WRITER:
MARK MILLAR
ARTIST:
JOHN ROMITA, JR.
COLOR • 36 PGS.@
$2.25@

Wolverine, looking and acting as gruff and grim as a hero can, makes a painful (both physically and emotionally) pilgrimage to Japan to rescue a kidnapped child. A seemingly straightforward ransom exchange takes unexpected twists and turns, leading to a much larger plot involving a graveyard full of ninja zombies, an intriguing new mutant villain named Gorgon, a possessed Wolverine with killing on his mind, and much more.

There's nothing really cutting edge going on here (with the exception of Wolvie's sharp claws), but it's all done extremely well, especially the emphasis on action (a nice change of pace from Greg Rucka's more earthy run on the book), and predictably gorgeous art, which recalls Frank Miller's handling of the character.

★★★½ — **Brett Weiss**

www.marvel.com

SCOUT: WAR SHAMAN™

Heading for the final round-up

Following the two dozen issues of *Scout*, creator Tim Truman moved on to *Scout: War Shaman* in 1988 for an additional 16 issues. The series ended with the death of the titular character.

△ #1

Image © 1988 Tim Truman

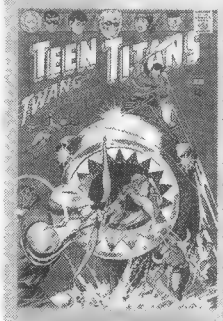
	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
World's Finest Comics		
CONTINUED		
218	14	
219	14	54
220	14	66
221-224	14	
225	14	67
226	14	72
227	14	
228	14	79
229-242	6	
243	6	22
244-270	6	
271-300	4	
301-323	3	
Worlds Unknown		
MARVEL, 1973		
1	5	60
2	4	32
3	4	
4-8	3	
Wulf the Barbarian		
ATLAS-SEABOARD, 1975		
1	10	41
2	8	27
3-4	8	
WWF: World Wrestling Foundation		
VALIANT		
1-4	3	
Xena: Warrior Princess		
TOPPS, 1997		
0-2	3	
1/Amer. Ent	7	
Other vars	3	
X-Factor		
MARVEL, 1986		
-1	2	
1	3	14
2-4	2	
5	3	
6	5 △	19
7	3	
8-22	2	
23	5	14
24	8	18
25-49	2	
50-53	3	
54-59	2	
60-69	3	
70-91	2	
92	4	6
93-105	2	
106/Variant	3	
107-124	2	
125	3	
126-129	2	
130	3	
131-149	2	
Anl 1-6	3	
Anl 7	2	
Anl 8-9	3	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
X-Factor		
MARVEL, 2002		
2-4	3	
X-Files		
TOPPS, 1995		
-2	10	
-1	10	
0	4	
0/Variants	4	
0.5	10	15
1	8 △	22
2	5	
3-4	4	
5-33	3	
33/Variant	5	
34-41	3	
Annual 1	4	
Ashcan 1	4	
Special 1-5	5	
X-Force		
MARVEL, 1991		
-1	2	
1/All vars.	2	11
2	3	
3	2	
4	2	9
5-24	2	
25	3	
26-30	2	
31-33	1	
34-38	2	
38/Variant	3	
39-49	2	
50	3	
50/Variant	4	
51-98	2	
99	3	
100-115	2	
116	2	4
117	2	7
118-129	2	
Anl 1-3	3	
Anl 1995	4	
Anl 1996-99	4	
X-Man		
MARVEL, 1995		
-1	2	
1-4	3	
5-14	2	
15	3	
16-24	2	
25	3	
26-74	2	
75	3	
Anl 1996-98	4	
X-Men		
MARVEL, 1963		
1	7000	
➥1st X-Men		
2	1900	6600
3	1030	4251
4	900	3721
5	550	2192
6	500	2065
7	475	1967
8	360	1449
9	360 ▽	1525
10	360	
11	300	
12	500	2052
➥1st Juggernaut		
13	275	
14	250	936
15	190	902
16	190	607
17-18	100	
19	100 ▽	518
20	100	383
21	90	344
22	90	408
23	90	376
24	90	335

RETROVIEW

Teen Titans #11

★★★



"Monster Bait!"

Speedy rejoins the team, as The Titans aid a teen being blackmailed into stealing secrets from a scientist.

The successful blend of teen concerns and giant robots once again works its magic on a Titans plot. As with past scenarios, a teen's shame or defense of his parents or family plays a pivotal role in the action. In fact, the personal nature of those conflicts contrasts well with the big-time action scenes, giving these tales an unusual atmosphere. Speedy makes his second annual appearance but, sadly, won't become a regular until #19. Maybe it's just as well; he might have hooked the other heroes on "horse."

DC
Oct 1967 • 23 pp.
Writer: Bob Haney
Pencils: Irv Novick
Inks: Nick Cardy
Cover: Nick Cardy

© DC Comics

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	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
25	90 ▽	346
26	90	345
27	90	394
28	155	612
➥1st Banshee		
29	90	333
30	90 △	315
31	90	449
32	90 △	282
33	90	395
34	90	422
35	150 △	772
➥1st Changeling		
36	65	269
37	65 △	239
38	80	295
39	90 ▽	461
40	90	233
41	65	299
42	65	258
43	65	319
44	65 ▽	339
45	65 ▲	210
46	65	
47	65	222
48	65 ▽	247
49	75	320
50	75	316
51	75 △	241
52	65	270
53	72 ▽	333
54	72 △	262
55	72 ▽	240
56	72	306
57	72 ▽	317
58	100	400
➥1st Havok		
59	69	
60	69 ▽	273
61	69 △	284
62	69	341
63	69	307
64	69	286
65	69	236
66	80 ▽	329
➥Last new issue		
67	35	152
68	35	
69	35 ▽	134
70	35	144
71	35	157
72	35	141
73	35	313
74	35	124
75-76	35	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
77	35	113
78	35	148
79	35	
80	35	130
81	40	161
82	40	141
83	40	295
84	40	225
85	40	174
86	35	103
87	35	138
88	35	120
89	35	94
90	35	167
91	35	199
92	35	132
93	35 ▽	118
94	500	1955
➥2nd New X-Men		
95	85	339
96	55 △	224
97	48 ▽	207
98	48 △	204
98/30¢	125	
99	48 ▽	183
99/30¢	125	
100	60	225
100/30¢	135	1538
101	55	232
102	28 △	138
103	28 ▽	122
104	28 ▽	105
105	28 ▽	96
105/35¢	60	
106	28 ▽	94
106/35¢	60	
107	28 ▲	113
107/35¢	60	
108	35 △	123
109	30 ▲	115
110	20 ▽	73
111	20 ▽	76

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
112	20	74
113	20	80
114	20 △	95
115	20	81
116	16	69
117	16 △	60
118	16 ▽	53
119	16	50
120	28 ▽	117
➥1st Alpha Flight		
121	28 ▽	93
122	12	55
123	12	49
124	12 △	44
125	12 ▲	55
126	12	47
127	12	43
128	12 △	46
129	20	61
➥1st Kitty Pryde		
130	12 ▽	66
131	12 ▲	54
132	12	47
133	12 △	54
134	12	47
135	12 △	53
136	11 △	45
137	14 ▽	55
➥Phoenix dies		
138	8 ▲	36
139	11	45
140	11 ▽	42
141	11 ▽	54
➥Future Past		

X-Men
MARVEL, 1991

-1	3	
1/Gatefold	5	
CGC 9.9 avg		51
1/Other vars	3	
2-20	3	
21-24	2	

For issues not listed here, check our **STANDARD CATALOG OF COMIC BOOKS**. The largest book about comics ever, it includes prices and details for more than 155,000 comic books.

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THE BOTTOM LINE	NM Price	1 MAR 88	2 MAY 88	3 JUN 88	4 JUL 88	5 AUG 88	6 SEP 88
		$2	$2	$2	$2	$2	$2

Teen Titans #12 ★★½

© DC Comics

"Large Trouble in Space-Ville!"

The first disk jockey in outer space sends out a coded SOS, leading The Titans to go into space to aid him against an alien invader.

This would be sad if it weren't so hilarious to read today.

DJ Deejay's "patter" would embarrass Snapper Carr, and having Wonder Girl boogaloo for a full page was a bit excessive. A DJ broadcasting from a space capsule to every radio all over the world makes no sense, and the notion of an alien stealing Mount Rushmore and The Sphinx makes me wonder why I plunked down 12¢ for this one. It must be that art, which is sumptuous.

DC
Dec 1967 • 23 pg.
Writer: Bob Haney
Pencils: Irv Novick
Inks: Nick Cardy
Cover: Nick Cardy

Last CGC copy: 9.4 **Then 12¢ NOW $28**

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
25	5	
25/Gold	25	
25/Ltd.	25	
26-29	2	
30	3	
31-49	2	
50	3	
50/Variant	4	
51-62	2	
62/Variant	3	
63-79	2	
80	3	
81-98	2	
99-100	3	
101-104	2	
105	3	
106-113	2	
114	5	
115-144	2	
145-147	3	
148	2	
149	3	
150	4	
151	3	7
CGC 9.9 avg		106
151	3	
152	2	
153-157	3	
158	2	
159	3	
160-162	2	
Anl 1-3	3	
Anl 1995-01	4	
Ashcan 1	1	

X-Men Alpha
MARVEL, 1995

1	3	
1/Gold	20	

X-Men & The Micronauts
MARVEL, 1984

1	3	12
2-3	2	
4	1	

X-Men Movie Prequel: Rogue
MARVEL, 2000

1	6	
1/Variant	6	

X-Men Omega
MARVEL, 1995

1	6	24
CGC 9.9 avg		55
1/Gold	25	

X-Men Prime
MARVEL, 1995

1	5	
CGC 9.9 avg		40

X-Men: Road to Onslaught
MARVEL, 1996

1	3	11

X-Men Special Edition
MARVEL, 1983

1	5 ▽	17

X-Men: The End (Dreamers and Demons)
MARVEL, 2004

1-5	3	

X-Men 2 Movie Prequel: Nightcrawler
MARVEL, 2003

1	4	

X-Men Unlimited
MARVEL, 1993

1	3	6
2-31	3	
32-43	4	
44-50	3	

X-Men Unlimited
MARVEL, 2004

1-5	3	

X-Men vs. the Avengers
MARVEL, 1987

1	4	
2-3	3	
4	3	9

X-O Manowar
VALIANT, 1992

0	4	
0/Gold	5	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
0.5	3	
1	3	21
2	3	10
3	2	13
4-5	2	
6	2	13
7-24	2	
25	4	
26-43	2	
44-68	3	
YB 1	4	

X-O Manowar
ACCLAIM, 1996

1-21	3	
Ashcan 1	1	

X-Statix
MARVEL, 2002

1	3	8
2-7	2	
8-26	3	

X-Treme X-Men
MARVEL, 2001

1	3	15
2-35	3	
36-39	4	
40-46	3	
Anl 2001	5	

Young Allies Comics
TIMELY, 1941

1	11500	
2	3000	
3	2100	
4	3000	
5	1300	
6-8	875	
9	900	
10	875	
11-14	720	
15-20	615	

Young All-Stars
DC, 1987

1-3	3	
4-31	2	
Anl 1	3	

Youngblood
IMAGE, 1992

0	2	
0/Gold	4	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
1-4	3	
5	2	
6	4	
7-10	3	
SS 1	3	
YB 1	4	

Youngblood
IMAGE, 1995

1-15	3	

Young Justice
DC, 1998

1	4	
2-49	3	
50	4	
51-55	3	
1000000	4	
GS 1	5	
Special 1	4	

Young Love
DC, 1963

39	30	
40-50	24	
51-70	20	
71-90	14	
91	10	56
92-100	10	
101-106	7	
107	25	105
108-114	20	
115-126	12	

Young Men
MARVEL, 1950

4	120	
5-10	70	
11-23	52	
24	1600	
➥Cap. Namor origin		
25	775	
26-28	750	

Young Romance
DC, 1965

125	42	
126-140	18	
141-150	15	
151-159	12	
160-170	10	
171-177	9	
178	9	107
179-197	9	
198	20	
199	20	92
200-201	20	
202-208	8	

Y: The Last Man
DC, 2002

1	30	32
2	15	24
3	5	
4	4	7
5	4	
6-28	3	

Zero Hour: Crisis in Time
DC, 1994

4-2	2	
1	3	
0	2	
Ashcan 1	1	

Zip Comics
M.L.J., 1940

1	3500	
2	1600	
3	1250	
4	900	
5	900	2133
6	750	1800
7-8	750	
9	800	
10	750	
11-17	600	
18	625	
19	600	
20	900	
21-26	540	
27	800	
28-30	540	
31-40	375	
41-47	280	

Zoo Funnies
CHILDREN COMICS, 1945

1	120	

	UNSLABBED Near Mint	SLABBED CGC 9.4 NM
2	70	116
3	70	
4-6	60	
7-9	52	
10-12	40	
13-15	38	

Zoo Funnies
CHARLTON, 1984

1	2	

Zorro
DELL, 1959

8-9	70	
10-12	68	
13-15	65	

Zorro
GOLD KEY, 1966

1	70	148
2-3	38	
4	38	88
5-6	34	
7	34	80
8-9	28	

Zorro
MARVEL, 1990

1	3	
2-12	2	

ZZZ
ALAN BUNCE, 2000

1	3	

World's ZZZ $

Tony's Back Page

All's well that ends well

Do the ends justify the means? I'm not going to try to answer that here, save to opine that a comic-book story that ends well will be long and often fondly remembered by readers. One of my big gripes about comic-book epics — and even some Done in One issues — is that writers start out with a great beginning and then fail to deliver a memorable conclusion. Allow me to share one of my favorite last pages with you.

It was from *Sgt. Fury* #18 (May 1965). "Killed in Action" was written by **Stan Lee** with art by **Dick Ayers** and **Chic Stone** (plus last-page kibitzing by **Jack Kirby**). If that title didn't hint at the ending, the cover copy, which proclaimed "Once again, sudden death claims another victim!" would've alerted even the world's worst detective.

Fury weighs a momentous decision while on a routine but harrowing commando mission. When he returns to England, he goes to the home of girlfriend Pamela Hawley to propose to her … only to learn that she has been killed in a bombing raid. Her last words, quoted to Fury by Pam's grieving father, still bring a lump to my throat four decades after I first read them.

"Tell my wonderful American sergeant how much I love him!"

I saw the ending coming a mile away. Fury and his men had survived their mission. That left only Pam and Fury's commanding officer as the potential casualties, and, given the whole "momentous decision" bit, I knew it was Pam. Despite that, the last page hit me like a punch to the gut. I gasped when I read it, and it's stayed with me ever since.

— Tony Isabella

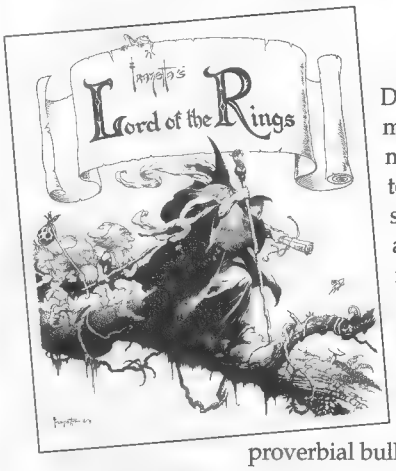
Fights Redwire — Fights ninjas — Death of Scout

	7	8	9	10	11	12	13	14	15	16
	OCT 88	NOV 88	DEC 88	JAN 89	FEB 89	MAR 89	APR 89	MAY 89	JUN 89	JUL 89
NM Price	$2	$2	$2	$2	$2	$2	$2	$2	$2	$2

A cutting-edge convention, literally

THE REAL COSTS OF THRIFTINESS

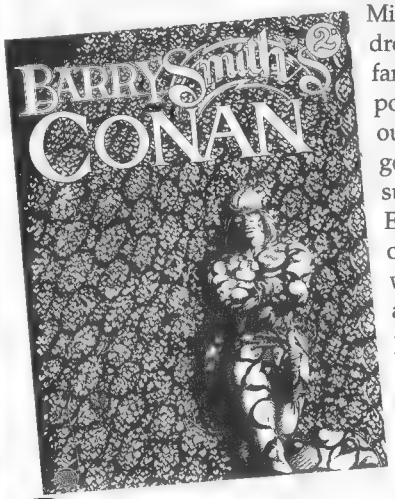
by **CHUCK ROZANSKI**



Middle Earth's portfolios included a set of *Lord of the Rings* illustrations by Frank Frazetta and a collection of Barry Smith's Conan art.

After the dramatic Memorial Day 1974 turnaround in sales that I mentioned in last month's installment of this column, I was thrilled to escape from the Minneapolis show with $300 in my pocket and a slew of back-issue comics that my Colorado customers had not yet seen. I certainly didn't get rich at that show, but, after arriving with less than $2 in my pocket, I most assuredly felt on leaving that I had dodged the proverbial bullet of insolvency. I not only had enough money to purchase gas to get home to Colorado, but also enough to pay for the table I had reserved at the upcoming convention in Houston. Success was starting to come my way!

When I arrived in Colorado, I immediately visited with a few of the more avid comics fans that I knew and sold them a few of the comics I had picked up in Minneapolis. I also wholesaled a few issues to the four comics shops that had sprung up in Denver by 1974. One company in particular figures into this story, since the Middle Earth Comics shop was an offshoot of the infamous Middle Earth portfolio publishing company. I use the term "infamous," because Middle Earth eventually left hundreds (if not thousands) of comics fans with unfilled prepaid orders for portfolios that Middle Earth vigorously advertised but never actually got around to printing. During the summer of 1974, however, Middle Earth was riding high on the success of its first five portfolios, all of which had sold out in short order and were commanding a significant premium in the secondary market.



My relationship with Middle Earth was tenuous, since the owners never really took me seriously. They knew I was sleeping at night on top of my comics inventory in the back of my old 1963 Chevy Impala, so I guess I can't really blame them for thinking that I was relatively insignificant.

While the Middle Earth guys will figure in more a little later in this story, I want to tell the story of getting slashed in Houston. After spending time in Colorado, at the end of June 1974, I drove to South Texas. As per usual, I arrived in Houston with almost no money.

Blessedly, however, I found other dealers willing to let me sleep on the floor of their room in the swanky downtown hotel where the convention was located. I only had a single table in the second-floor auxiliary dealer's room, but that worked out pretty well on the Friday of the show, so I had no complaints. In fact, thanks to the camaraderie of my roommates, I was actually having an enjoyable show. On Friday evening we left the convention together to find cheap food and located a fantastic, inexpensive little taco place just three blocks from the hotel. Life was good.

On Saturday, the convention opened to decent crowds, and sales from my one table were brisk. At 1 p.m., convention organizers closed down the dealers' room so as to focus everyone's attention on an auction they were holding in the main ballroom. I can't imagine a convention that could get away with closing down the dealers' room at a show during such a premium time these days, but things were different in 1974.

In any event, since I really didn't have any money to fritter away at the auction, I decided to return alone to the cheap taco stand in order to grab a bargain lunch. That turned out to be a big mistake, since I was accosted by an aggressive panhandler on the way back to the hotel. He demanded that I give him a quarter, which I declined to do. He accused me of being a racist and not giving him money because he was black. I told him that race had nothing to do with it, but, rather, that I was poor myself and never gave away my money.

As I walked away, I thought that was the end of the incident. That proved to be wrong, since I suddenly heard running behind me as I got within a block of the hotel. I first thought that the guy was going to snatch my wallet, so I instinctively reached behind me to hold it in its pocket. To my shock, however, the guy used a large pocket knife to slash me down the back. At first my reaction was one of complete amazement, since I simply couldn't believe that anyone would attack me over a quarter. When I moved my hand up from my wallet pocket to the back of my shirt, however, my hand came away covered in blood. I turned around to face the guy, and there he stood, glaring at me and holding a bloody knife.

While I was desperately trying to figure out whether to fight or flee, an incredibly surreal moment occurred, as a businessman in a suit and carrying a briefcase casually walked by our mini-drama on the sidewalks of Houston without batting an eye. His brief presence did seem to break the spell of the moment, however, and, with no warning, the panhandler turned away from me and ran back down the street toward the taco stand.

While the cut in my back stung a little, it wasn't particularly deep, though it *was* deep enough that I still carry a thin white scar down my back. Mostly, it caused me to bleed all over the back of my shirt. It was in this condition that I returned to the hotel. I went to the front desk and asked the clerk at the counter to please call the police. He asked me if I was staying in the hotel and, when I answered, "No," he told me that he couldn't call anyone to help me but that I was free to use the pay phones on the other side of the lobby. My adventure didn't end there, since, when I called the Houston police to report the incident, I ended up in a heated exchange with the dispatcher. She insisted that she had to send an ambulance for me, and I insisted that I didn't need one. She finally stopped arguing when I told her that I had absolutely no money and that I would never pay the ambulance bill.

When the policeman finally arrived, I found his sympathy for me was almost nonexistent. He didn't even want to take a report, and, when I insisted that we go for a drive to try to find the guy who'd sliced me, his main concern was that I was going to get blood all over the seat of his cruiser. He finally found a plastic bag to put over the seat and then drove me around the block a few times before dumping me out in front of the hotel. He seemed not at all interested in the fact that the guy who'd slashed me had had on a work shirt that had carried the name of a business and, supposedly, his name sewn on the front. Clearly, since I was an out-of-town kid with no money, he wasn't going to waste his time trying to solve such an insignificant case.

Once I got back to the hotel, I returned to the dealers' room, which, by this time, was open. Since my back didn't hurt much, I was determined to go ahead and work through the rest of the day. My fellow dealers came to me about 15 minutes after I arrived, however, and asked me to please go upstairs to clean up. It seems that my oozing back wound was freaking out some customers. (Imagine a bloody spot about the size of a dinner plate.)

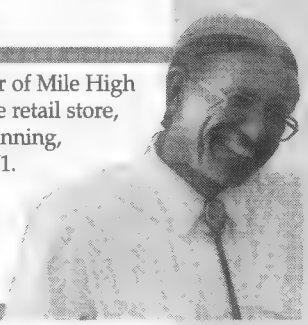
With fellow comics dealer Bob Wayne (now a VP at DC) generously watching my merchandise, I ran upstairs to wash my wound. I managed to stop most of the bleeding with cold water, so that, when I returned to the dealers' room, my new shirt only had a small bloodstain in the middle. My back did hurt like heck the next day, however, and it was a very uncomfortable return drive back to Colorado. I survived, however, and ended up with enough money to buy a table at the upcoming San Diego convention. That would be the show that really changed my life.

As a postscript to this story, the Houston convention organizers were so incensed when they heard that the hotel had refused to help me that they walked out on their contract and never again returned to that hotel. Some later Houston cons did lease that particular hotel, but that was long after the original organizers had quit the business.

I also just heard this past weekend from Don Maris, a longtime comics and collectibles dealer who was at the show (and who also happens to be a very successful attorney), that he believes that I could have sued that hotel for a large sum for refusing me assistance. That's really not my way of viewing the world, however, so I'm glad that never happened. I'm just pleased that I survived that learning experience with only a little scar and the memories of all the kind people from the convention who helped me out when I was hurt. That's yet another reason I decided to be a part of the world of comics for the rest of my life.

At first my reaction was one of complete amazement, since I simply couldn't believe that anyone would attack me over a quarter. When I moved my hand up from my wallet pocket to the back of my shirt, however, my hand came away covered in blood.

CHUCK ROZANSKI, owner of Mile High Comics, the world's largest online retail store, has been with *CBG* since the beginning, his first ad appearing in #8 in 1971. Be sure to write him at *chuck@milehighcomics.com*, and check out his website at *www.milehighcomics.com*!



Two decades of anecdotes

Remembering BILL LIEBOWITZ

by HEIDI MACDONALD

Bill Liebowitz got to live many fans' dreams by appearing in a comic book.

A long time ago in a land far away, there was a magical street that was the heart of everything that was pretty and punky and fashionable and fascinating. There were paintings of red devil women in hotrods, and old records, and green leather Doc Martins, and wind-up Godzillas, and tuxedo jackets made from blue lamé. Because the street was near a high school where all the kids who wanted to be rock stars and movie stars went to school, they would go to this street to turn into whatever fantasy they wanted to become.

Over 20 years ago, before anyone thought it was a very good idea, a man thought that comic books belonged on this magical street. So he opened a store. And it turned out that, not only did the kids who went to high school want to buy comics, but the movie stars and the rock stars wanted to buy comics, too. And eventually the kids in the high school grew up to be rock stars and movie stars and they still went to this store to buy comics. And the man turned out to have been smarter than anyone expected. And they all lived happily ever after.

Art ™ and © Archie Comic Publications, Inc.

I wish life could be a fairy tale. But all stories have an ending. In late October, the world of comics lost one of its greatest friends, when Bill Liebowitz, who owned and ran the Golden Apple on Melrose Avenue in Los Angeles, passed away from a heart attack.

About 20 years ago, I moved to LA. Prior to that time, I had been very lucky to live in a town with a comics shop, but, back in those days, they were few and far between. But even living in New Jersey or Maine, I had heard of the Golden Apple. It was already legendary.

I think I went to the Golden Apple within a few days of my plane landing in LA. I met Bill and introduced myself. He was a big man, a loud man. I was a pimply faced kid with no social skills to speak of and merely writing for fanzines to my credit. But the Golden Apple was having a "Women in Comics Day" in a few weeks, and Bill invited me to be a guest.

That was a memorable day for me. I'd met the other women there before — Deni Loubert, Cat Yronwode, Barb Rausch (now also gone, sadly) — but I was now on the other side of the counter. We girls went to a Moroccan restaurant afterwards and watched male belly dancers and ate chicken in almond water with our fingers.

It was the first of an endless array of memories to be associated with the Golden Apple. But, right from the start, Bill made me feel as if I was part of the team.

Looking back, the number of opportunities Bill gave me over the years was astonishing. He put me on TV for the first time — The Golden Apple Awards, a cable-access special. I was a presenter, as were Frank Miller, Howard Chaykin, and a guy named Jack Kirby. That was the night that Jack Kirby bought me dinner, and I'll never, ever forget it. A few years later, I interviewed Frank and Bill Sienkiewicz about *Elektra: Assassin* at the

Apple — Elvis Mitchell, later to be the *New York Times* film critic, kibitzed with me. All of these opportunities helped me immensely, both personally and professionally, and none of them would have happened, if Bill hadn't believed in me.

In terms of the comics industry, Bill was an innovator, a visionary. He saw the local comics shop as a pop culture destination store, and this model has served for almost every good one that has come afterward. Sure, he had the benefit of being in Los Angeles, which was crawling with celebrities, but he had a gift — a gift for making friends of every kind of person and asking favors of people without seeming to be trying to take advantage. When he asked you to help out, you wanted to do it because he made it seem like the cool thing to do, the right thing to do. The stars shopped at the Apple, and they helped out the Apple, and it was all because of Bill.

But I should also say it was because of the whole Golden Apple family, starting with his wife, Sharon. Sharon is as amazing a person as Bill, and everything I say about him applies to her, as well: They were truly a team. Bill and Sharon were my surrogate comic-book family, and Tony, Scott, Miranda, Aaron, Albert, Nathan, Leon, and so many other people who worked at the store become my friends.

Bill and Sharon, and their sons Ryan and Damon, truly have a gift: a gift for sharing with people. There was never a time that Bill didn't have time for me. And, when I'd stop by to say hello, he'd introduce me to whoever was standing nearby — whether it was just one of their best customers or a movie star. And we'd all feel welcomed and special.

But take everything I've said and extend it to hundreds of people. I've been reading testimonials and remembrances of Bill, and everyone says the exact same thing — how Bill always had time, always had advice, always had a plan.

Signings at the Apple became legendary. Back in the early '90s, during comics' first heyday, the Apple held a signing for Image Comics that drew more than 1,000 people. The line was so long that cops came to direct traffic. As I showed up, there were news helicopters buzzing over head. It was insane. There were other huge crowds, too, for Neil Gaiman and Alice Cooper and Frank Miller. But Bill's idea wasn't just to have comics be the center of the Apple. He held days for fanzines and cartoon shows and rockabilly records and yo-yos. He knew that comics were just a nexus for other kinds of pop culture, and they would all build off each other and grow together.

One of the coolest parts of the Golden Apple family was the anniversary party they would throw after San Diego every year. For special anniversaries, there would be special parties. Two of the best were thrown at the Santa Monica Pier. Some of my favorite memories are of these parties — we'd all ride the merry-go-round and stand around in the pleasant sea air, smelling the water and hearing the waves, schmoozing and smiling. After San Diego, it was the perfect way to unwind, and everyone from the Golden Apple family would be there to celebrate with us.

In the years after I moved to New York, I would make a special point of coming up to LA and going to the Golden Apple parties. I continued to meet cool and fascinating people at these shindigs — painter Robert Williams, the guys behind the movie *Free Enterprise*, Chris Gore, the editor of *Film Threat*, musicians, actors — you name it. You were as likely to see Weird Al Yankovic hanging out and eating a cupcake as Sergio Aragonés and Stan Sakai.

Bill could make almost anything a success. In his younger days, he had been a yo-yo champion and, in the late '90s, he decided to make yo-yos cool. He started the Golden Apple Yo-Yo team, and they would do public appearances. Before long, yo-yos were a minor fad in Southern California, and the yo-yos ended up in several issues of Archie Comics. And it was all because he had an idea.

During comics' lean years, he didn't rely on them. Anime, manga, toys: All of them took larger spots in the store, as they became bigger. The last time I visited, he told me that manga had become a huge part of his business, something that a lot of other retailers were slow to catch onto.

Beautiful women were another big love of Bill's — and who can gainsay him that? It always cracked me up when I sat in his office, because, besides the usual autographs of comics icons, there would be photos of buxom scream queens and movie stars. The

Heidi flunked product placement at the Golden Apple party in 1999.

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California

Every Wed and Sat CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 3:30pm-9:30pm, T: 250, A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Jan 22 CA, San Jose. Comic Book, Toy & Anime Show, Parkside Hall. 180 Park Ave., SH: 10am-5pm, F: $75., A: $5. Dan Houck, 6278 Gloria Dr., Sacramento, Ca 95831. PH: 916-607-1849.

Feb 12 CA, Sacramento. Anime & Manga Show, Scottish Rite Ctr. 6151 H St., SH: 10am-5pm, F: $75., A: $5. Dan Houck, 6278 Gloria Dr., Sacramento, Ca 95831. PH: 916-607-1849.

Feb 18-20 CA, San Francisco. WonderCon, Moscone Center. WonderCon, PO Box 128458, San Diego, CA 92112.

Connecticut

Dec 26 CT, East Hartford. Comic Convention, Holiday Inn. 363 Robert St., SH: 11am-5pm, T: 25, F: $50., A: .99. The Bookie, Hal Kinney, 155 Burnside Ave., East Hartford, CT 06108. PH: 860-289-1208 (afternoons).

Delaware

Dec 19 DE, Newark. Sports Card, NASCAR, Comic Book & Collectible Show, Aetna Fire Hall. Rt. 273, SH: 10am-3pm, A: $2., 12 & under free. Bob Harper, 4142 Ogletown, Stanton Road #136, Newark, DE 19713. PH: 302-438-0967.

Florida

Jan 28-30 FL, Orlando. 16th Annual FX Extravaganza Collectible Toy & Comic Book Show, Orange Cty. Convention Ctr. 9800 International Dr. SH: Fri. 6pm-10pm, Sat. 10am-6pm, Sun. 11am-4pm, T: 1,000. Majic Prod. LLC, Michael Herz. PH: 407-788-7469.

Feb 25-27 FL, Orlando. MegaCon 2005, Orange Cty. Convention Center. PH: 727-796-5725.

Illinois

Dec 18 IL, Summit. Card, Toy, Comic Mini-Show, American Legion Hall. 6050 S. Harlem Ave., SH: 9am-2pm, A: $2., under 12 free. Paul, PH: 708-430-8107.

Dec 26 IL, Orland Park. Toys, Diecast, Comics, Sports & More Show, Civic Center. 147th St., 1 blk. W. La Grange Rd., SH: 9am-2pm, T: 80-6', F: $33. for 1, $60. for 2, A: $1. John Leary, 9522 W. Shore Dr., Oak Lawn, IL 60453. PH: 708-423-1758.

Jan 2 IL, Bridgeview. Sports Cards, NASCAR, Toys, Comic Books, Hot Wheels & More Show, Oremus Center. 1 blk. W. of Harlem Ave. at 79th St., SH: 9am-1pm, T: 65-8', F: $35. for 1, $60. for 2, A: $2. John Leary, 9522 W. Shore Dr., Oak Lawn, IL 60453. PH: 708-423-1758.

Indiana

Feb 20 IN, Indianapolis. Comic Book Show, Holiday Inn East. 6990 E. 21st St., SH: 9:30am-3:30pm. Ash Comics, Andy Holzman, 1947 Bechtel Rd., Indianapolis, IN 46260. PH: 317-824-9602.

Maryland

Jan 2 MD, Laurel. Comic Book & Non-Sports Card Show, Best Western. 15101 Switzer Ln. (Exit 33B off I-95), SH: 11am-4pm, A: $1., under 7 free. Fred Edeson, PH: 410-569-8357.

Massachusetts

Dec 19 MA, Boston. Monthly Comic Book Show, Sheraton Boston. 39 Dalton St., SH: 10am-3pm, T: 80, A: $8. Larry's Wonderful World of Comics, PH: 978-459-5323.

Jan 2 MA, South Attleboro. Comic Book, Toys, Non-Sports Card & Collectable Show, Knights of Columbus. 304 Highland Ave., SH: 10am-3pm, A: $3. My Mummy Prod., Harry Martin, PH: 508-384-8491.

Feb 13 MA, South Attleboro. Comic Book, Toys, Non-Sports Card & Collectable Show, Knights of Columbus. 304 Highland Ave., SH: 10am-3pm, A: $3. My Mummy Prod., Harry Martin, PH: 508-384-8491.

New Jersey

Jan 2 NJ, Wayne. Comic Book, Toy & Collectible Show, Co. #1 Firehouse. 1 Parish Dr. off Rt. 23 N., Lincoln Park Exit, SH: 8am-3pm, T: 75, A: $2, under 12 free. Phil De Mario, PO Box 4094, Wayne, NJ 07474. PH: 973-726-9897.

Feb 6 NJ, Wayne. Comic Book, toy & Collectible Show, Co. #1 Firehouse. 1 Parish Dr. off Rt. 23 N., Lincoln Park Exit, SH: 8am-3pm, T: 75, A: $2, under 12 free. Phil De Mario, PO Box 4094, Wayne, NJ 07474. PH: 973-726-9897.

New York

Jan 22-23 NY, New York City. Big Apple Con, Penn Plaza Pavilion. 401 33rd St. & 7th Ave., SH: Sat. 10am-7pm, Sun. 10am-6pm. PH: 347-393-5022.

Jan 30 NY, Syracuse. Collectorsfest Sports Memorabilia & Toy Collectible Show, State Fairgrounds. State Fair Blvd., Rt. 690 exit 7, SH: 10am-4pm, T: 200-8', A: $4., under 10 free. CNY Promos., 35 Hubbard St. Ste. 1, Cortland, NY 13045. PH: 607-753-8580 (eves.).

Ohio

Jan 2 OH, Cleveland. Comic & Sci-Fi Con, Knight's Party Center. KOC Hall, 29101 Euclid Ave. (.5 mi. E. of I-90 & Exit 186), SH: 10am-3pm, T: 35-8', F: $55., A: $2., 6 & under free. Jeff Harper, 5220 Loma Linda NE, Canton, OH 44714. PH: 330-499-6056.

Feb 6 OH, Akron. Comic Con, Tadmor Hall. 3000 Krebs Dr., I-77 exit 120 (Arlington Rd.) off Jarvis Rd., SH: 10am-4pm, T: 60-6', F: $75., A: $3., 6 & under free. Jeff Harper, 5220 Loma Linda NE, Canton, OH 44714. PH: 330-499-6056.

Feb 6 OH, Mansfield. Toy Show, Richland Co. Fairgrounds. Trimble Rd. Exit off US Rt. 30, SH: 10am-4pm, T: 140-160. Kevin Spore, PO Box 3603, Mansfield, OH 44907. PH: 419-756-3904 or Tim Babcock, PH: 419-884-3253.

Texas

Jan 15 TX, San Antonio-Live Oak. Sports Card, Comic Book & Toy Show, Civic Center. Pat Booker Rd., I-35 & Hwy. 1604, SH: 9am-5pm, T: 130-8', F: $45., A: $3., under 13 free. Eckman's Books & Collectibles, Dale E. Eckman, 8050 Pioneer Oak, Converse, TX 78109. PH: 210-945-0003.

Virginia

Dec 18 VA, Tysons Corner. Comic Book & Sports Card Show, Holiday Inn. SH: 10am-4pm, T: 40-6', F: $65., A: $3. Shoff Promos. Inc., Nick Shoff, 5904 Willow Knoll Dr., Derwood, MD 20855. PH: 301-990-4929.

Jan 16 VA, Tysons Corner. Comic Book & Sports Card Show, Holiday Inn. SH: 10am-4pm, T: 40-6', F: $65., A: $3. Shoff Promos. Inc., Nick Shoff, 5904 Willow Knoll Dr., Derwood, MD 20855. PH: 301-990-4929.

Jan 30 VA, Richmond. CRCC Comic Book Show, Holiday Inn Crossroads. 2000 Staples Mill Rd., SH: 10am-4pm, T: 35-6', F: $65., A: $2. Chesterfield Comic Collectors, Guy Rose, 6413 Old Bern Rd., Chesterfield, VA 23832. PH: 804-796-4903.

Washington

Feb 5-6 WA, Seattle. Emerald City ComiCon, Qwest Field. 800 Occidental Ave. S. Jim Demonakos, 333 184th St. SW Ste. U, Lynnwood, WA 98037. PH: 425-418-8886.

Wisconsin

Feb 6 WI, West Allis. Action Figure, Comic Book, Sci-Fi & Collectibles Show, Burnham Bowl. 6016 W. Burnham Ave., SH: 11am-4pm, A: $2. Clay Dietl, PH: 414-328-3675.

Convention Calendar Listing Form

Show site (city & state) _____

Date _____

Name of show _____

Location (hotel, etc.) _____

Street address _____

Hours of show _____

Admission charge _____

Number of tables and cost per table _____

Show promoter _____

Address _____

Phone _____

Mail to: Comics Buyer's Guide, Convention Calendar, c/o Mary McCarville, 700 E. State St., Iola, WI 54990

You can also e-mail your show information to *shows calendar@krause.com* or fax it to (715) 445-4087.

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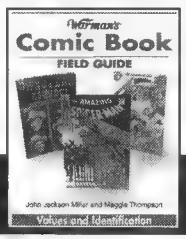

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4101 Archie, Wanted
4110 Black & White, For Sale
4111 Black & White, Wanted
4120 Classic, For Sale
4121 Classic, Wanted
4122 Comic Collections, For Sale
4123 Comic Collections, Wanted
4124 Comics Related, Employment
4125 Comics Shows/Events
4126 Comic Supplies
4128 Dark Horse, For Sale / Wanted
4130 DC, For Sale
4131 DC, Wanted
4140 Dell / Gold Key / Whitman, For Sale
4141 Dell / Gold Key / Whitman, Wanted
4150 Disney, For Sale
4151 Disney, Wanted
4156 Distributors
4160 EC, For Sale
4161 EC, Wanted
4170 Fawcett, For Sale
4171 Fawcett, Wanted
4180 Foreign, For Sale
4181 Foreign, Wanted
4185 Graded Comics, For Sale
4186 Graded Comics, Wanted
4190 Harvey, For Sale
4191 Harvey, Wanted
4200 Humor / Funny Animals, For Sale
4201 Humor / Funny Animals, Wanted
4204 Image, For Sale / Wanted
4207 Malibu, For Sale / Wanted
4210 Marvel / Timely, For Sale
4211 Marvel / Timely, Wanted
4215 Platinum Age, For Sale
4216 Platinum Age, Wanted
4220 Science Fiction / Horror, For Sale
4221 Science Fiction / Horror, Wanted
4240 Underground, For Sale
4241 Underground, Wanted
4250 Independents, For Sale
4251 Independents, Wanted
4255 Valiant / Voyager, For Sale / Wanted
4260 Westerns, For Sale
4261 Westerns, Wanted
4300 Golden Age, For Sale
4301 Golden Age, Wanted
4310 Silver Age, For Sale
4311 Silver Age, Wanted
4320 General Comics, For Sale
4321 General Comics, Wanted

MISCELLANEOUS
4400 Original Art, For Sale
4401 Original Art, Wanted
4405 Sketch Books
4410 Big Little Books, For Sale
4411 Big Little Books, Wanted
4420 Books - General, For Sale
4421 Books - General, Wanted
4422 Collectible Card Games, For Sale
4423 Collectible Card Games, Wanted
4424 Computer Software / Supplies, For Sale
4425 Computer Software / Supplies, Wanted
4430 Paperbacks, For Sale
4431 Paperbacks, Wanted
4440 Pulps, For Sale
4441 Pulps, Wanted
4450 Magazines, For Sale
4451 Magazines, Wanted
4452 Science Fiction, For Sale
4453 Science Fiction, Wanted
4600 Reprints, For Sale
4601 Reprints, Wanted
4605 Phone Cards, For Sale
4606 Phone Cards, Wanted
4610 Portfolios / Posters, For Sale
4511 Portfolios / Posters, Wanted
4630 Trading Cards, For Sale
4631 Trading Cards, Wanted
4650 Oldtime Radio, For Sale
4651 Oldtime Radio, Wanted
4660 Miscellaneous, For Sale
4661 Miscellaneous, Wanted
4700 Novelties / Toys / Games, For Sale
4701 Novelties / Toys / Games, Wanted
4710 Role - Playing Games
4720 Video Games, For Sale
4721 Video Games, Wanted
4800 Fanzines, For Sale
4801 Fanzines, Wanted
4900 Newspaper Strips, For Sale
4901 Newspaper Strips, Wanted
4902 Videos
4910 T-Shirts / Caps / Jackets

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BY FAX: Complete order form below, include your credit card number & expiration date. Fax to: 715-445-4087.

BY PHONE: **Call 1-800-942-0673**, 7am-8pm M-F. Saturday: 8am-2pm. Please have your credit card number and expiration date ready.

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INSURANCE PROGRAM specifically designed for comic book collectors and dealers including store package coverages if needed. Be sure and insure. 419-739-4000 or 800-739-3314.

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SUPER MUTANTS: $6.50, SUPER NINJAS: $6.75
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OR Visit WWW.DRAWCOMICS.COM to place your order online.

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ARCHIE GRAB bags 20 different Archie comics for $25. Send orders to Dan Giddings, PO Box 5881, Glendale, CA 91221-5881.

ARCHIE ANNUAL 10 VG+ $24.50, Archie's TV Laugh-Out 45 NM- $12.50, Life With Archie 67 VF $11.50. Money-back guarantee. Doug Albacete 707-448-3101.

4111 BLACK & WHITE, WANTED

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4120 CLASSIC, FOR SALE

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UNITED NATIONS special issue: Clean, flat, unread copy grades VGF or better. Several copies avalable. Nice specimens of scarce book, $75 each. Email SUPERCOMIX@aol.com

4122 COMIC COLLECTIONS FOR SALE

3000 NEW comic books, few old tattered issues & specials, Silver Age 80's & 90's $1k/all. Call 912-876-8575.

60,000 COMICS for sale. Send want lists or call, or go to www.comicbook-warehouse.com for complete listing. 607-648-4025.

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4130 DC, FOR SALE

SUPER POWERS and Super Friends lot, all VF 26 issues $25. Call or E-mail for details. Castle Comics & Collectibles, 203-736-2468 knightquest@att.net

SCOOBY-DOO 1-7, 11-12, 14-19, 21, 36, 24-30, $10. Jon Sable, 2-50 $20 VF+, $5 P&H. Rex Munsee, RD#3, New Bethlehem, PA 16242. 814-764-3206. Aloha!

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SWAMP THING Banned Jesus Christ story. Complete Xerox of the Epic Veitah storyline. Mint $9 postpaid. Wesley Tillander, PO Box 1251, Hogansville, GA 30230.

ACTION 257 G, 269, 281 GVG $13.50; 284 GVG $12.50; 314 VG, 339 VG+ $10.50; 316 VG+ $12, money-back guarantee. Doug Albacete 707-448-3101.

SUGAR AND Spike, 1968, #75, #79 VG $10 each, #82, 83, 86, 87, 88, 89 VG/VG+ $8 each, + post. Want lists answered, bkrpn@aol.com

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4131 DC, WANTED

HAVE 555 pre 1980 comics, GD-Fine & 1000's of pre 1983 sportscards. Will trade for pre 1975 DC titles in G/VG or better. tonygalo@yahoo.com

MAKE MONEY! Sell me Wonder Woman #152, 155, 157, 158 (1965), 165, 166 (1966), 169, 171 (1967), 178(1968). Brave and Bold #63, 78, 87, 105, 145. Superboy #128, 138. Witching Hour #1-20. Superman #196. Lois Lane #97. Send all offers to Mike McAllister, 201 Lyndale #210, Helena, MT 59601.

LOW GRADE Silver Age DC wanted- fair to good with covers. Lois Lane, Jimmy Olsen Action, etc. Rick Salierno, PO Box 1606, Bloomsfield, NJ 07003.

4140 DELL/GOLD KEY/WHITMAN FOR SALE

BEN CASEY film story 1 NM; Space Ghost (G.K.) 1 F/VF $100. D Puff, 500 Walton Dr, Cheektowaga, NY 14225.

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4141 DELL/GOLD KEY/WHITMAN WANTED

COLLECTOR BUYING High Grade Little Lulu and Tubby comics. Especially interested in file copies. Call Mark at 415-667-5464 or e-mail: leeboy2@aol.com

4150 DISNEY, FOR SALE

93 WALT Disney comics, Dell to Gladstone. Below Guide. Mostly ducks. Free list. 605-493-6530. Rocky Hartberg, 41522 119th St, Langford, SD 57454.

DISNEYS SONG of the South DVD from Belgium, plays in all machines. $30 postpaid. Mint copy! Wesley Tillander, PO Box 1251, Hogansville, GA 30230.

4151 DISNEY, WANTED

COMPLETE CARL Barks library by Another Rainbow vol 1-10. Contact: John Knight, PO Box 1176, Crystal Bay, NV 89402. Email: cbj77@sbcglobal.net. 775-832-9217.

4160 EC, FOR SALE

MAD MAGAZINES for sale. Send SASE for list. Dan Giddings, PO Box 5881, Glendale, CA 91221-5881.

MAD SPECIAL #2-4 VG $15. 6, 8-10, 12, 14, 18 all VG $4 each. Alfred Farrugio, 21 W. Lyons St., Melville, NY 11747.

MAD FOLLIES #1-3 VG $50. More Worst from Mad #7, 11, 12, all VG $7 each. Alfred Farrugio, 21 W. Lyons St., Melville, NY 11747.

4161 EC, WANTED

COMPLETE EC library with slipcase by Russ Cochran. All volumes wanted. Contact: John Knight, PO Box 1176, Crystal Bay, NV 89402. Email: cbj77@sbcglobal.net. 775-832-9217.

4185 GRADED COMICS FOR SALE

BATMAN #38 CGC Restored Grade 6.0 Moderate $300. If interested, call or e-mail Castle Comics & Collectibles 203-736-2468 knightquest@att.net

HAWKMAN #7 CGC 9.0 VF/NM; comes with a COA The Dallas Stephen Collection $99.99. Shipping cost: $6.20. Check, Money Order, or Paypal. Oliver Gordon, Jr, 3811 Allison Street, Brentwood, MD 20722. E-mail: oliver_gordonjr@yahoo.com

CRIME PATROL #15 graded 6.0, $700 1st Crypt Keeper, call or email Russ, 541-941-8761, yhunt5@aol.com

4186 GRADED COMICS WANTED

SEND ME your CGC lists any books any condition wanted. Looking for the best and worst grades. Cooper, 410363 Mall, PO Box 220, Stringtown, OK 74569.

4190 HARVEY, FOR SALE

RICHEY RICH grab bags available, $25 for 20 comics plus $5 postage. Send orders to Dan Giddings, PO Box 5881, Glendale, CA 91221-5881.

4210 MARVEL/TIMELY, FOR SALE

TIMELY- ATLAS- Marvel: 100's of romance, teen humor and funny books for sale. Send wantlists to: moondog100@comcast.net or 800-344-6060.

SPIDER-MAN AND Incredible Hulk comic book lot, 36 books all VF/NM $100. Call or E-mail for details. Castle Comics & Collectibles 203-736-2468. knightquest@att.net

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SPIDEY SUPER Stories lot of 37 books all VF $50. Call or E-mail for details. Castle Comics & Collectibles 203-736-2468. knightquest@att.net

TRADING COMICS, send 20 ¢tobacco UPC's, Marlboro, Kools, Newports, Virginia Slims, Winstons, Basics, 8 page list Marvel Comics. Sam, 9961 Arnold Rd., Jacksonville, FL 32246.

STAR WARS #2 NM $5; Hawkeye #3 NM $3; St. Francis NM $4; Pope John NM $6. NIF Luckhardt, 553 Marigold Dr., Madison, WI 53713.

NAMOR THE Sub-Mariner, 1-62, annual #1, fine+ $30 + $5 p & h. Rex Munsee, RD #3, New Bethlehem, PA 16242. 814-764-3206. Byrne and J. Lee Art!

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TALES OF Suspense, 1960's, #50 GD $5, #52 GD $7, #57 FR $3, #59 VG $20, #68 VG $8, #69 GD $4, bkrpn@aol.com

4211 MARVEL/TIMELY, WANTED

HELP! NEED to complete Marvel 30¢ price variant set! Also interested in 35¢ variants! For list e-mail jeremyruden@hotmail.com Paying big bucks!

ESSENTIAL TPBs wanted for reading also vissionaries, GNs and any other classic Marvel Timely TPBs or readers. Cooper, 410363 Mall, Box 220, Stringtown, OK 74569.

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ANYTHING PERTAINING to Vampires. Pro or fan work. Published or from net. Books, poetry, art, send lists. Cooper, 410363 Mall, Box 220, Stringtown, OK 74569.

4240 UNDERGROUND, FOR SALE

UNDERGROUND COMICS for sale. Send SASE for list to: Dan Giddings, POB 5881, Glendale, CA 91221-5881.

4250 INDEPENDENTS, FOR SALE

110 INDEPENDENT comics Image, Valiant, First, etc. $35 postpaid. Write Robert Lane, 741 E. Curtis St, Linden, NJ 07036.

GROO (PACIFIC) #1 VF/NM $10, 2-8 $5 each. $6 postage. 2-stamp SASE for full list. Tom Hegeman, 35 Church, Oneonta, NY 13820.

FOR SALE Tylor and Book of Spells $6.95 signed plus free audio tape send to Double Edge Publishing, PO Box 137, Bohemia, NY 11716.

4251 INDEPENDENTS, WANTED

STRANGERS IN Paradise comics wanted. List of comics, books, mags for trade. Andrew Watson, 3030 Buchberger, Wisconsin Rapids, WI 54494.

CADILLACS AND Dinosaurs #1 three #6 color versions put out by Marvel (Epic) in 1990. Larry Summerson, 110 Clinton Ave., Renovo, PA 17764-1502.

POSTERS, SERIGRAPHS, and portfolios by Mark Schultz put out by Kitchen Sink Press plus postcards. Larry Summerson, 110 Clinton Ave., Renovo, PA 17764-1502.

NEXUS, BADGER, Normalman wanted. Also reading copies of Miracleman and Sandman as well as other Moore, Gaiman TPBs. Please send lists with prices. Cooper, 410363 Mall, Box 220, Stringtwon, OK 74569.

4260 WESTERNS, FOR SALE

HOPALONG CASSIDY 29 F/VF, 30 F/VF @ $32 each; Tom Mix 45 F/VF, 53 F/VF @$18 each. D Puff, 500 Walton, Cheektowaga, NY 14225. 716-834-0996.

JONAH HEX #1 NM $98, #2 NM $42, #3 NM $31, #5 NM $24, #7 VFNM $28, #8 VFNM $28. Others. Postage. 973-248-8449.

GENE AUTRY collection, Fawcett & Dell & Champion (no four colors) in N/Mint in binders. Silvestri, 13550 Del Monte Dr, Seal Beach, CA 90740. Email: mrwcomics@aol.com

RADIO WESTERNS on MP3 CDs. Hopalong Cassidy, Red Ryder, Gene Autry, Roy Rogers, Gunsmoke, Lone Ranger, Cisco Kid, Wild Bill, http://alexander_kent.tripod.com/radio

4261 WESTERNS, WANTED

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BONANZA, RED Ryder, Gene Autry, Faucetts FC#1, Roy Rogers FC #1, Hopalong Cassidy, Sunset Carson, Andy Devine, others, Billy Giles, Box 271, Keithville, LA 71047, 318-925-6654.

4300 GOLDEN AGE, FOR SALE

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COMIC BOOKS 1930s-1960s; Vintage books: Detective/ Mystery, WWII books, BLBs, Whitmans, etc. Send SASE for catalog. Burgess, 1332F Monica Lane, Madison, WI 53704.

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I'M BACK and buying high grade unrestored non-cgt'ed Golden Age comics in fine or better with white pages. Shaun Clancy, 206-510-5787. mclancy961@aol.com

HIGH GRADE un-restored Golden Age comics wanted. Prefer non-CGC, fine or better Good Girl especially wanted. Shaun Clancy, 206-510-5787 mclancy961@aol.com

COLOR XEROXES of GA Timely DC Fawcett FH superhero covers wanted. Especially early more fun, Marvel. Write: Cooper, 410363 Mall, Box 220, Stringtown, OK 74569.

MATT BAKER Comics in unrestored, unslabbed High Grade with nice paper. Top prices paid! Shaun Clancy 206-510-5787. MCLANCY961@aol.com

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SEVEN SEAS Comics #1 thru #6 in unrestored High Grade with nice paper. Top prices paid! Shaun Clancy 206-510-5787. MCLANCY961@aol.com

4310 SILVER AGE, FOR SALE

SHOWCASE 4 CGC 4.5 $3,500; Showcase 13 CGC 5.5 $1,100; both for $4,300. Money orders, cashiers checks, personal checks. Bill Harroff, 453 Cass, Edwardsville, IL 62025-1124. http://hometown.aol.com/sh ypoke/myhomepage/business.html

AT LAST. Silver Age plus. Marvels, DCs, Classics, and many smaller companies. To receive advance copies of our ads, and other offers, email us at: liveoperaheaven@juno.com or send SSAE envelope. Funny Business Comics, 215 West 92nd St. Suite 4E, New York City, NY 10025. Established 1977.

HUGE DC comic book lot early Superman, Flash, Brave & Bold, JLA, Teen Titans and more, all F and VF, $250. Call or E-mail for details. Castle Comics & Collectibles 203-736-2468. knightquest@att.net

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NEAR MINT DC's 30% to 40% below guide: Flash 178 $87; 182, 185, Superboy 127 $52 ea.; 137 $42; 142, 148, 149, 151, 153, 157, Action 375, Anthro 3, Our Army at War 201, 205, 207 $28 ea. Aquaman 33 $60; 34, 39, Batman 209 $38 ea. Blackhawk 207 $21; Captain Action 2 $60; 4, Atom 33, Witching Hour 2, Lois Lane 72, 76, 78 $45 ea. 77 $63; 80, 81, 83, 84, 85, 87, 88, 90, 91, Metal Men 35 $30 ea. Captain Storm 16 $35; Challengers 41, 47, 52, 55, 60 $25 ea. Creeper 2, 3, Hawkman 23, Rip Hunter 22, 23, 24, $48 ea. G.I. Combat 134, 136, Teen Titans 12, 17 Jimmy Olsen 81 $42 ea. Doom Patrol 98 $65; House of Mystery 127 $70; 152, 158, House of Secrets 74 $55 ea. 80 pg Giant 9, Sea Devils 4 $160 ea. Spectre 3, World's Finest 122, 124, 127, 128 $84 ea. 133, 134, 135, 139 $63 ea. 152 $42; 162 $30; 178, 180, 185 $28 ea. 181 $23; Strange Adventures 217 $14 Superman 196 $58, 214 $38. Postpaid. 757-494-7031. Many more available. Free list!

DUDLEY DO-RIGHT S VF $30, Flintstones 40 VF- (Zeck) $13.50, Hercules 11 VF+ $15, VF $12.50, Thing 16 G $16.50, money-back guarantee. Doug Albacete 707-448-3101.

LI'L GENIUS 47 NM- $13.50, VF+ $10.50, Space Adventures 53 FVF $15, Submarine Attack 42 NM- $18, money-back guarantee. Doug Albacete 707-448-3101.

OUR ARMY At War 99 FVF $70, G1 combat 93 VF- $55. More! 605-493-6530. Rocky Hartberg, 41522 119th St, Langford, SD 57454.

4311 SILVER AGE, WANTED

LOW GRADE Silver Age wanted: Lois Lane, Jimmy Olsen, Action, Adventure, must be complete with cover. Rick Salierno, PO Box 1606, Bloomsfield NJ 07003.

TRADING GOLDEN Age, SA, for Bonanza, Gene Autry, Roy Rogers, Red Ryder, Sunset Carson, Cassidy, and others. William Giles, Box 271, Keithville, LA 71047. 318-925-6654.

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HEY KIDS! Comics for sale! Silver Age to today's titles. The Funnies Farm, 1A Ward St., Suffern, NY 10901. E-mail: MSGR4289@aol.com

25 DIFF comics $10. Mosley, PO Box 6051, Kingwood, TX 77339.

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MANGAZINE 2 VFNM $10, Fly Man 36 VF- $15, Whitman Scamp 7 ('72) VFNM $13.50, Wacky Witch 7 NM- $13.50, money-back guarantee. Doug Albacete 707-448-3101.

MARVE AND DC comics for sale/trade. Silver Age to Modern. SASE for list to: Frank Campbell, 5004 Placid Place, Austin, TX 78731, E-mail: docsavag@swbell.net

FREE CATALOG of comics, magazines, books, cards, toys, stickers, etc. for sale or trade. Send your list too! M.T. Gross, 6367 Pitcher, Bealeton, VA 22712.

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He had a varied career

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WHAT I DID ON MY VACATION

by **MAGGIE THOMPSON**

California

Busy, busy, busy, busy.

Mid-November found me in California, plunged into fan activity.

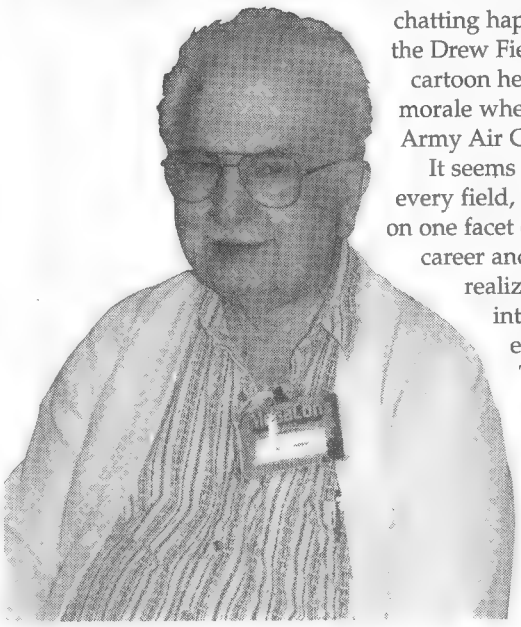
It began with a dinner Nov. 11 with the ever-marvelous **Mark Evanier** and ever-ebullient **Carolyn Kelly**, during which we chatted about comics, old radio, the deliciousness of the seafood, and more, more, more.

Unfortunately, one of the topics was the failing health of one of the pioneers of the comic-book field, **Harry Lampert**.

Harry Lampert
Nov. 3, 1916-Nov. 13, 2004

(Below:) Golden Age artist Harry Lampert created more than The Flash.

Comic-book artist Harry Lampert died of a cerebral hemorrhage in Boca Raton, Fla., at the age of 88. My happy memories of him come from a couple of lovely conversations with his wife, **Adele**, and him at MegaCon in Orlando, Fla., in 2002. While many admired him most for his creation of The Flash (introduced in *Flash Comics* #1, Jan 40), it turned out that we ended up chatting happily about Droopy the Drew Field Mosquito, a cartoon he'd created to boost morale when he was in the Army Air Corps.



It seems to me that, in every field, its fans often focus on one facet of a many-faceted career and often don't realize the other interests and skills of even their favorites. Though he drew the first two adventures of the Golden Age Flash, scripted by Gardner Fox, Lampert had begun his career in animation, working for the Max Fleisher Studios drawing Betty Boop, KoKo the Clown, and Popeye. He taught at the School of Visual Arts from 1947 to 1951. He created such comics characters as The King and Red, White, and Blue. Later, he owned and ran an award-winning advertising company, Lampert Agency. He produced the book *How to Create 1,000 Gags a Year*, and he also specialized as a writer about and teacher of contract bridge.

Moreover, his comics affections belonged more to gag cartoons, and he had material published in such venues as *Time*, *Saturday Review*, *Esquire*, and *The Saturday Evening Post*.

At his table at MegaCon, he was selling a collection of his Droopy material — and I eagerly bought a copy.

Later, after auctioneer **Kevin Smith** had basically bullied an eager crowd into not competing with me for an original Flash drawing by the artist, I hurried to have it personalized. Lampert smiled and signed it, "To Maggie: Anyone who is a friend of Droopy is a friend of mine."

My condolences go out to his wife, his daughter, **Karen Akavan**, and his two grandsons. The funeral was held Nov. 15 in Woodbury, N.Y., and a memorial service was held Nov. 19 at Gutterman Warheit Memorial Chapel in Boca Raton.

Tuning in

Friday of my California trip found me grabbing a day at the 30th anniversary Old Time Radio convention of the Society to Preserve and Encourage Radio Drama, Variety and Comedy.

It was there that **Harlan Ellison** and **Anthony Tollin** co-directed a re-creation of an episode of *The Mysterious Traveler*: "Five Miles Down" by **Robert A. Arthur**. The cast (including my *very* partial fannish-associated credits) consisted of Harlan, **Frankie Thomas** (Tom Corbett on *Tom Corbett Space Cadet*), **Jan**

Merlin (Roger Manning on *Tom Corbett Space Cadet*), **Tommy Cook** (Little Beaver on *Red Ryder*, Alexander on *Blondie*) , **Walter Koenig** (Chekov on *Star Trek*), and **Stefan Rudnicki** (publisher-producer of the Fantastic Audio line of SF and fantasy audiobooks) — and I had the opportunity of hanging around during the readthrough, the mike rehearsal, *and* the performance.

(When I say those are *very* partial credits, I *mean* it. The credits for Tommy Cook I give, for example, are roles he played when he was a youngster. And, as everyone knows, Walter Koenig has been skillfully acting, directing, and writing for years.)

I spent the morning lurking about the show having great conversations with people I'd never talked with before but who share so many of my interests, including a husband-and-wife used-bookstore-hunting team and a Jack Benny expert.

And then there was the delight of an entire afternoon-into-evening preparation and show.

"Five Miles Down" itself? Lost for decades, it worked chillingly, as scientists face the menace that lies below our feet.

Winding up at The Golden Apple

Two days later, **Harlan and Susan Ellison** and I went to the memorial celebration of the life of **Bill Liebowitz** at The Golden Apple, and it seemed that *everybody* was there. There's much more in this issue of ***CBG*** on one of this country's top comics-shop owners — because so many people feel his loss so deeply. Before Harlan dragged me unceremoniously (oh, yeah, definitely) away, I think I'd hugged and/or chatted with a dozen or more folks from all over the country: each paying tribute to a legendary retailer.

Hug your retailer today. We owe all of them our thanks.

More Daredevil

And now I'm back, and we're wrapping up this issue of ***CBG***. I note that, while I mentioned on page 144 the AC Comics incarnation of Daredevil (which I gave as "Red Devil" but which is authentically "Reddevil," sigh), I didn't have room there for details.

Clockwise above in tension-packed performance: Merlin, Cook, Ellison. Clockwise below, in earlier, lighter mood: Rudnicki, Tollin, Thomas, Merlin, Koenig, Ellison.

For example, the AC version of "Reddevil" that appears in the modern day appears in *Femforce* #30, #50-52, #58-60, #62, #66, #71-72, #80-82, #95-97, #109, and #125 (his latest appearance). *Reddevil* #1 combines a **Jack Cole** reprint and new continuity with AC's revival of The Claw.

But wait! You get more! Other AC "Reddevil" material appears in *Sentinels of Justice* Vol. 2, #1, *AC Annual* #2 (which brings back The Little Wise Guys, some of whom are now adults), *Young Hero* #2 (a "retro" story, co-starring The Little Wise Guys), and *Fighting Yank* #1 and #5.

Crimebuster #0 compiles stories originally printed in *Femforce* #79-82; *Femforce versus The Claw* reprints *Femforce* #51-52.

And there are reprints of the original stories in *Golden Age Men of Mystery* #13, *Men of Mystery* #28 and #31, *Golden Age Greats* #10 and #13, and some in that *Reddevil* #1 mentioned above.

Little Wise Guys star in reprints in *Young Hero* #1-2.

That's not all (there are features in *Men of Mystery* now and then), but those issues will get you started. And a tip of the Thompson Topper to AC's **Mark G. Heike** for details. (What? You thought I dug out all that info *unaided*? Hah!)

Captain Gravity returns to comics.

Reporting for duty

Penny-Farthing Press has returned its Captain Gravity character to active duty. The character, originally written by **Steve Vrattos**, drawn by **Keith Martin**, and starring in a four-issue story and one sequel in 1998-1999 has been missing from action. Now, the first issue of the new six-issue mini-series *Captain Gravity and the Power of the Vril* is on sale.

Inker **Bob Almond** told me, "Penny-Farthing called me to ink it while I was in the midst of my *Black Panther* run for Marvel, and I sadly had to decline. Then, about a year after I was off *BP*, I was hired for that same project and to ink the original artist involved."

Bob had worked with that penciller. "We had done two pages for a small company years earlier, but that was never published — and here was our chance to finally get our work into print." However, that arrangement also fell through, when the penciller went on to another project. "I promptly suggested that my oft-partner **Sal Velluto** jump aboard as penciller, and Penny-Farthing soon made the decision to do so."

The new mini-series is written by **Joshua Dysart**, pencilled by Velluto, and inked by Bob. You know, there's always the question in the reader's mind, when a character returns to comics pages: Are we going to see *more* of him, once the current story arc is done? Bob told me, "There's always the possibility of more *CG* projects, but I'm sure that sales will be a factor." With the first issue scheduled to go on sale Dec. 1, we shall soon see what those sales will be.

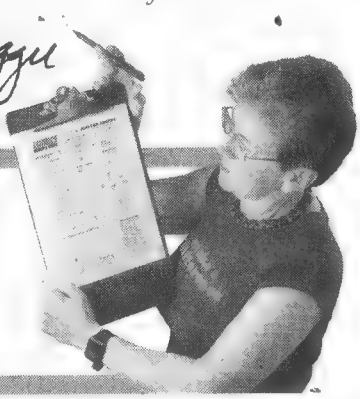
Getting organized? Maybe? At last?

I've finally begun to catalog my books and am, at last, beginning to locate items I've been looking for for years (and, moreover, to learn that I should be taking better care of a few items that have sat on the shelves alongside less easily replaced volumes). The challenge at the moment is building a sort of inventory.

I took a course in Microsoft Access a couple of years ago and found it pretty doggone complex and hostile. On the other hand, Microsoft Excel is friendly and pours nicely into Access. So I've begun to list my books: **Author Last Name**; **Author First Name**; **Title**; **Format and Type** (hardcover novel); **Notes**; **Date**; and **Online Price Range**.

Before I go much further (I'm up to about entry #1,440 or so and haven't quite finished Authors Starting with B), I'm looking for input. (And, yes, I'm aware that online prices on bookstore sites are going to have much higher prices than anything I could get if I auctioned something on eBay myself. Heck, I've been forever telling that to people who want to sell their comics.) What else should I be noting? How do *you* keep track of what *you* collect?

Share your thoughts with *CBG*: Write to us via *ohso@krause.com* — or *CBG* 700 East State St. Iola, WI 54945



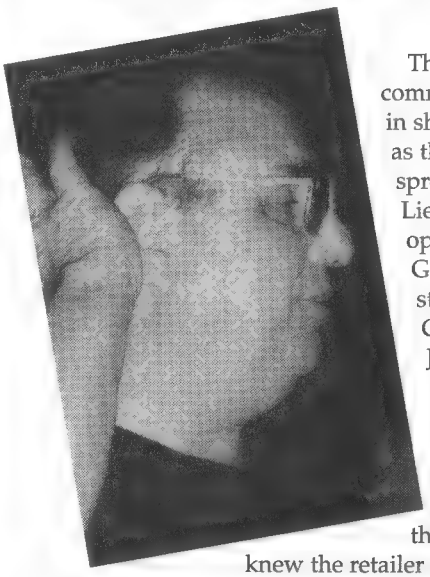
MAGGIE THOMPSON thinks that it can be fun reconsidering her favorites among all the great comics that were published in 2004. And now the ballot is here, and she's awaiting the onslaught from *CBG*'s readers. Let her know *your* favorites by filling in this issue's ballot.

You can also reach her at 700 East State St., Iola, WI 54990 or *ohso@krause.com!*

Bill Liebowitz

Retailer

1941-Oct. 27, 2004



The comics community was in shock Oct. 27, as the word spread that Bill Liebowitz, who opened his first Golden Apple store in California in July 1979, had died of a heart attack.

In phone calls and e-mails, those who knew the retailer shared such comments as "a huge loss," "someone who will always be a giant in our thoughts, and "a mentor for longer than I've been in the business," as they mourned his death. He had had a quadruple bypass more than a decade ago; in recent days, he had been suffering from what appeared to be the flu, finally being admitted to the hospital, where he experienced the heart attack.

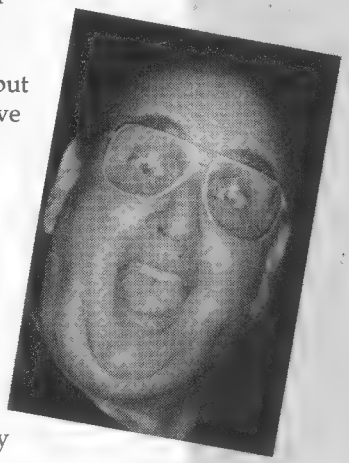
Liebowitz was born in 1941 and opened his first store "as an extension of a hobby and a chance to learn more about the comic industry," turning to retailing full-time in 1984 with his co-founder, wife Sharon. She sets up catering for in-store events and has been as active in the field as her late husband. There are now two Golden Apple stores, one a "megastore" at 7711 Melrose Ave. in Los Angeles, and a flourishing website, *www.goldenapplecomics.com*. The following information appeared on the site: "Golden Apple, Liebowitz, and the entire comic book industry have changed and grown significantly during the last 16 years. Golden Apple is now a multimillion dollar business that offers a wide, eclectic mix of products. Liebowitz has become a 'point man' for the industry, appearing in virtually every electronic and print media outlet available. He has been seen by millions, extolling the virtues of comic books as an entertainment media. Golden Apple has staged promotions with attendance in the thousands, generating international news coverage. Liebowitz is currently spokesperson for the Direct Line Group (DLG), an organization of the most influential comic-book retailers in the country.

" 'My goal,' said Bill, 'was to develop Golden Apple as the world's greatest comic book store … and more. Our expansion has been fueled in large measure by promotion and merchandising geared toward attracting new customers from outside the hobby. At the same time, we have also worked hard to accomodate both the traditional comic collector and the newly attracted customer. We have promoted mainstream comics, but not to the exclusion of alternative product. We are constantly changing and experimenting with new ideas, and we don't intend to stop. We're very proud of what we've achieved, and where we are today."

The evening of Nov. 14, the store — and the sidewalk in front — on Melrose was jammed, as patrons and friends from around the country crowded in to pay tribute.

Archie TM and © Archie Comic Publications Inc.

Liebowitz was known nationally, even starring in Archie comics.



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MAKING THE WORLD SAFE FOR POP CULTURE

Ray Zone

The Big Kahuna has surfed to another shore. The world has changed. My world has changed. I'm taking the loss of Bill Liebowitz personally. I can't help it. There is now an unimaginable hole in the world. It's like Los Angeles without Griffith Park. Or Santa Monica without a beach.

I can't believe I won't be seeing the Big Guy, standing there behind the cash register, flamboyantly emblazoned in a Hawaiian shirt of riotous color, greeting me as I once again enter the Golden abode of popular culture's ground zero.

"Mr. 3-D!"

The Big Guy always knew who I was and why I was there. "To make the world safe for 3-D," he said, the last time I saw him. Bill's mythos was my mythos: to make the world safe for comic books, science fiction, monster movies, TV heroes, pin-up art, and animation. Just an outsized Fan Boy, Bill was every bit as mythic as the pulp legends he celebrated, a down-to-earth hero astride the cartoon panoramas, fire-breathing vistas, and absurd iotas of popular culture.

Bill Liebowitz

About a year ago, I visited The Apple on a summer evening.

"Sit! Have a seat," said Bill. We sat in two lawn chairs out on the sidewalk in front of the store, enjoying the scene, the tattooed strollers, the sun setting in a blaze of gold and purple glory behind Fairfax High School. Melrose Larry stopped by and chatted with us. This was it, I thought to myself. This is why I came to the Big City to live. Once again, Bill made me feel as if I had arrived. It wasn't the first time.

In 1982 when my first 3-D comic book, *Battle for a Three-Dimensional World*, was published, the Big Guy set up a signing at his Northridge store. He knew that book marked the return of 3-D and he commemorated the event. For more than a year, as the Golden Apple migrated down Melrose Avenue to a bigger location, Bill sold the 3-D comic in a counter display right next to the cash register. I expressed surprise at seeing it on sale for so long.

"People keep buying it!" said Bill.

Later, during the '80s explosion of independent comics, Bill invited me to participate in a publisher's signing at the Pico store. But my crowning moment came when the Big Kahuna asked me to participate in a 1991 celebration of *The Rocketeer* and a 3-D comic book based on the film with art by Neal Adams. Here I was, just a Fan Boy from Cucamonga, perched behind the counter sitting between Dave Stevens and Neal Adams, signing books. Joe Johnston, the film's director, came by and expressed his admiration for the 3-D book. Later, Frank Miller dropped in and chatted with us.

For me, all of this was like a magical dream. It was a dream made possible by Bill Liebowitz, the perennial showman of comic books, the P.T. Barnum of popular culture. I remember the stir that happened with Frank Miller's in-store signing of *The Dark Knight* in 1986. Bill's publicity generated a big feature story in the *Los Angeles Times*, and the turnout at the store was tremendous, lines around the block. Talk about your need for crowd control!

I know that Bill's promotion of *The Dark Knight* was a huge factor in Warner Brothers' moving forward with production of Tim Burton's *Batman*, which presented a significantly darker vision of Gotham in 1989.

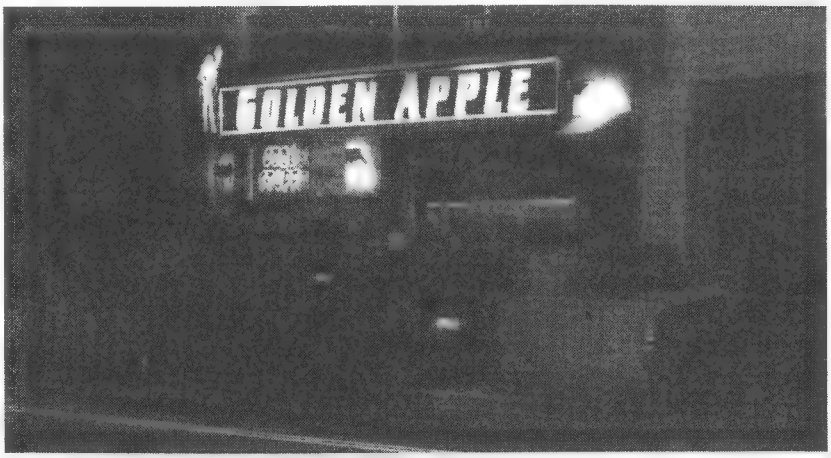
The same kind of hullabaloo happened at the Golden Apple again in 1992, when Bill had the creators of the new Image Comics line appear. It was a zoo, an unbelievable turnout, all because of the Big Guy's promotional savvy.

Bill shared his expertise with other retailers when he gave the keynote address at the 1990 San Diego Comic Book Expo, which was attended by comic shop owners, distributors and publishers in advance of the Comic-Con itself.

"You are not just in the business of selling comic books," Bill told the other retailers in attendance. "You're in the business of selling popular culture." It was a thrill and a pleasure for me at that moment to know that this man, speaking with such amiable authority, was a personal friend of mine. And was he ever right. The survival of the

Golden Apple as a business and a cultural landmark, through comics explosions and implosions, deaths of super-heroes, and tectonic shifts of the cyberparadigm, is proof of Bill's business philosophy.

I don't know how I'm going to deal with the Big Guy's absence. I'm having a hard time with it. I guess I'll have to take comfort in the store itself now — and the thought that Bill has played a huge part in making the world safe for those things that we both loved.



The sidewalk in front of the Golden Apple store was dark Nov. 14, when the comics community paid tribute to Owner Bill Liebowitz.

CHERISHED MEMORIES

David Malcolm Porta
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Sacramento, CA 95820

Within a few months of my arrival in Los Angeles Dec. 31, 1981, living at the Union Rescue Mission on the Christian Life Program, where I got saved, I met fellow fan Dave Crowley, who was on the Crossroads Program. (At 27, I was just past the cut-off age for that youth program.) Until then, I had been buying comics at three different downtown newsstands.

Dave turned me onto Bill Liebowitz' Golden Apple Comics North Hollywood store, which became my primary comics shop. It was well worth the half-hour bus ride to get there.

There was a Jewish-folksy-family feel to the place: a middle-aged Jewish woman dressed in a hippie dress working the counter; Bill in his black T-shirt, cracking wise.

Me: "Do you know Jesus?"

Bill: "Sure. He's the Mexican kid lives down the street."

Me (on Purim): "Yay, Mordecai! Boo, Haman!"

Bill just smiled.

I bought the then-current Alan Moore *Swamp Thing* #24 there and the back issues to #21, Moore's first. I got 10% discounts on indie comics. (Discounts as an inducement to buy were a new concept at the time.) *Mage* #1. *Love & Rockets* #1. *American Flagg!* series. *Destroyer Duck*. First Comics. Pacific Comics. Eclipse Comics. I experienced a store signing for the first time: Zippy the Pinhead creator Bill Griffith. (At first, I mistook Liebowitz for Griffith.) I experienced comics-shop gossip for the first time there: "Klaus Janson must be going broke, buying all that ink for Miller's *Daredevil*." I ran into, and chatted up, comics professionals on the street outside the store: Roy Thomas, Robert Loren Fleming.

I left L.A. on Sept. 11, 1984. But I remember. Those were great times. That was a great store. Bill Liebowitz made a real contribution to the world of comics. Cherished memories.

HOW GOOD

Serge Fidlon
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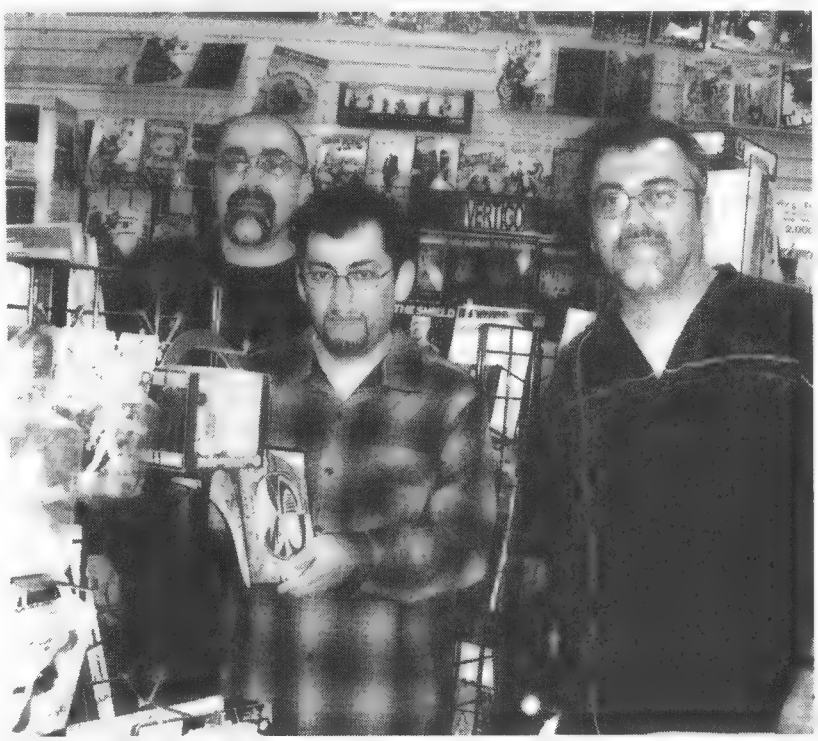
Tarzana, CA 91335

I have been a *CBG* subscriber and reader for more than 20 years and have never written a letter before, but I think now it's time. On Wednesday, Oct. 27, Bill Liebowitz passed away, as I am sure most everyone knows by now.

I have been going to the Golden Apple store since 1979, when Tony Edwards was the only person



Inside the store (left to right), Mario, Jaime, and Gilbert Hernandez were among those who attended the memorial store event.

working there, filling up the small front section with new comics. I got to know Bill and wife and partner Sharon and, being in the electronics business, helped them get stereo equipment for the store. I even regularly got Bill and Tony replacement needles for the record player. (Anyone remember those?) Music was and is an important part of their store, and, even now as the Golden Apple has become Bill's huge pop-culture store, there is always music playing in their store.

Bill always made me feel like part of his family, even though I was not a celebrity or comic-book professional. Bill or Sharon invited me to some of their special events, like the big Santa Monica pier party.

Two quick stories to help people know how good a person Bill was:

About five years ago, at a Taste of L. A. event, Golden Apple had a booth at the show. Sharon and one of the workers took off for the restroom, leaving Bill alone at his booth. While I talked with Bill, something caught his eye, and he asked if I could watch his booth for just a minute. Of course, I did; I even sold two action figures for them; it just shows that Bill was also a big fanboy at heart — and trusting, too.

The second story sounds almost impossible but is 100% true. At a San Diego comics con about five years ago, I was at Jim Steranko's booth at the show. Since Steranko is my favorite artist, I was looking to buy original art. There was a gorgeous watercolor of a paperback book for sale, but the price was $850, and I didn't have that much cash on me. David Spurlock, who ran the booth, said he couldn't take a check because he did not know me but asked if there was anyone at the show who could vouch for me. Trying to think if there was anyone there who could and drawing a blank, I mentioned that Bill Liebowitz could vouch for my check but Golden Apple doesn't exhibit at the con. While I was standing at the booth, so help me God, 45 seconds later, I see Bill walking down this aisle. (For those who don't know, Comic-Con International: San Diego is *massive*.) I called to him to say, "Bill, they need someone to vouch for my check." He replied, "I've never seen this guy before," and started to walk away. Five seconds later, with a huge grin, Bill said, "Absolutely, Serge's check will be good. I guarantee it." What are the odds of that?

I now proudly have that painting on my wall at home and, of course, now whenever I look at it, I will have a smile remembering Bill. The way Bill treated me is just typical of the way Bill treated *everyone*: with class and goodness.

My love goes out to Sharon, the kids, and his family. I — and so many, many others — will never, ever forget Bill.

TO WHAT PURPOSE?

Anthony Fernandez
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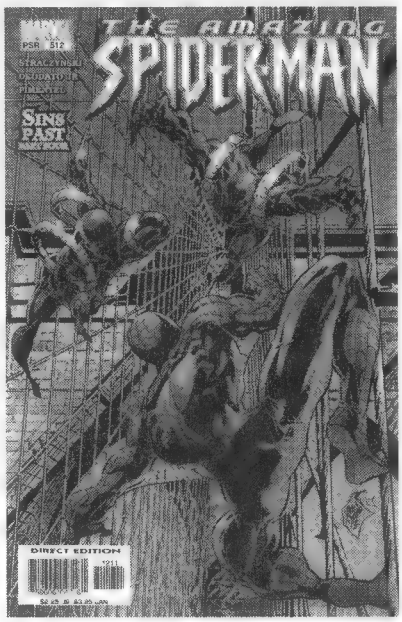
Chicago, IL 60605

It is too bad that in your "Comics! Ideas Gone Wrong" article in ***CBG*** #1599, you couldn't have waited another month, to allow you to include the "Sins Past" storyline, which culminates in the worst plot twist in the history of comics. Notice I said, "comics": not Marvel, not the Silver, Gold, Platinum, *etc.*, Ages. No, this was the worst editorial decision in the history of comics! Period!

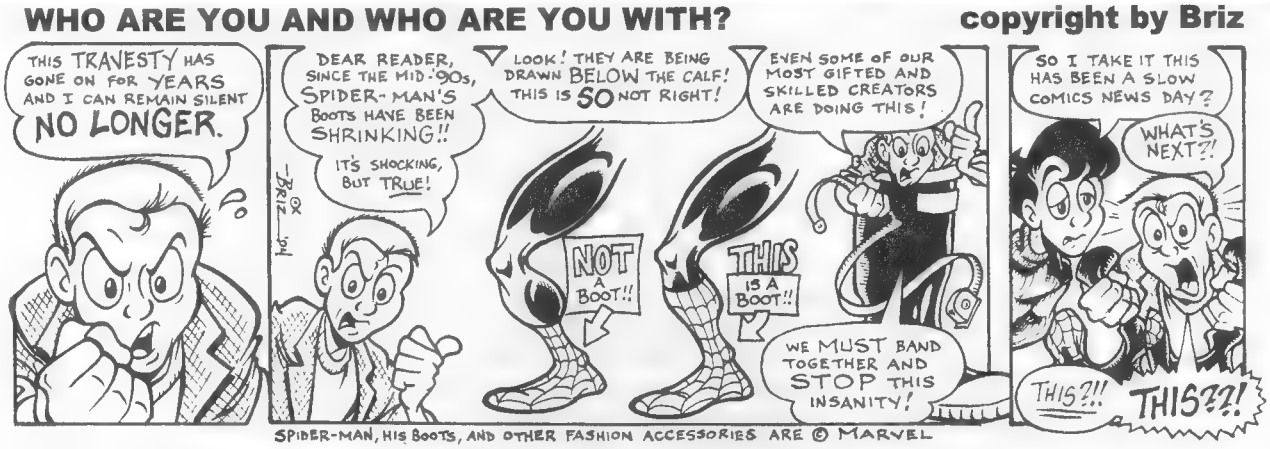


Now, let me say that I know that comics are imaginary stories and I am not a person who is caught up in continuity for continuity's sake. As comics fans, we have seen Superman return from the dead; the same goes for Jean Grey. We have to suspend reality in order to read stories of flying people, web-swinging heroes, grim avengers, and all the rest.

However, as in any other storytelling medium, we read comics because of the characters. Marvel Comics' greatest strength is in the characters created by Stan Lee and Jack Kirby and all of the tremendously talented people who have come behind them. Why else would many fans continue to read X-Men comics, with the most-convoluted, impossible-to-follow, and almost-ludicrous storylines in all of comics? (And, no, the movies are not the reason.) It is because of the strong characters and the fact that, over the years, the characters have become like old friends: We care about what happens to them; we have been through our lives together.

And if there is one character in all of the Marvel universe with whom comics fans identify, it is Peter Parker, also known as Spider-Man. As the comics demographic skews older (over 30, particularly over 35 years of age), it is more likely that we long-time fans have read the seminal comics in the history of the character and probably own many of them. Such is the case with *Amazing Spider-Man* #121-122. In it, The Green Goblin, who knows Spider-Man's identity, kidnaps Peter Parker's girlfriend, Gwen Stacy, and, in the resultant melee, she is thrown from the George Washington Bridge. In all of comics to that time or since, there hasn't been a more poignant death, because it was solely due to the hero's actions in doing good that caused a loved one to die. In many ways, Gwen Stacy's death was as important to the shaping of the character as Peter's Uncle Ben's death in *Amazing Fantasy* #15.

And there was no more important issue than *ASM* #122, when Peter, looking to exact revenge from The



Goblin, can't bring himself to kill his arch-enemy, but, when Norman Osborn (as The Goblin) tries to impale our hero on his wing glider, Spider-Man jumps out of the way. The glider impales (and for many years we believed, kills) The Goblin. But Peter Parker does not feel better for his foe to have died, just the emptiness of the loss of his true love and the senseless death of a brilliant man gone mad.

Over the intervening years, we have seen both Gwen and Peter cloned, killed, and brought back. Norman Osborn, as happens to so many villains in the comics pages, miraculously "got better." Jean Grey returned from death; so did Superman. As Marvel Editor Emeritus Stan Lee himself said: Unless there is a bullet through the head, anyone could come back. And we, as comics fans, accept the return. Sometimes it works with skillful writing and imaginative storytelling. All too often, it doesn't work but it doesn't leave us with a sense of outrage. That is, until the "Sins Past" storyline, especially *Amazing Spider-Man* #512.

*[**Spoiler Warning:** The following discussion involves events in that issue.]*

In this storyline, a pair of super-powered twins has attacked Spider-Man and have come very close to killing him. Spider-Man wants to know who these people are, why they seem to have a murderous grudge against him, and how he can stop them. These are all good questions, ones that are typical to super-hero comics. Eventually, the pair is unmasked and the female of the pair looks remarkably like Gwen Stacy.

For us who lived through the 1960s and early 1970s, we remember the sexual revolution, free love and all the rest, even if we were too nerdy to partake of the newfound freedom. Still, our comic-book characters remained chaste. We knew that Gwen and Peter were dating and probably made out. Maybe they even came close to having sex, but it was something that we just didn't think about. Maybe it was a simpler day.

Anyway, Peter was concerned as to where these kids come from, and in #514 we find out that these couldn't have been Peter's kids, since he and Gwen never consummated their relationship. But in the issue, we find out that these really *were* Gwen's kids, that she had a one-night stand with — who else? — Norman Osborn. Now, I would doubt that a young woman with a steady boyfriend that she "loves" would have sex with someone else. One would think that a young woman would want to have her first sexual experience with her boyfriend. But not in the revisionist history that is portrayed as a storyline in *Amazing Spider-Man* these days. No, Gwen had sex with a man who not only was old enough to be her father, but who was the father of one of her friends, Harry Osborn. And Peter's wife and long-term friend Mary Jane knew about it all this time (30 years in our reality, six or seven years in "comics time"). Knowing that Peter's first love was and always would be Gwen, a woman who might have a hard time dealing with this might want to tell the story to keep her husband from pining too much for his lost, dead love.

So this revisionism changes the character of one of comics' most beloved characters, and also eliminates the pathos of the event all those years ago. Instead of being a seminal event in Peter Parker's life as Spider-Man, Green Goblin's murder of Gwen Stacy is a more mundane, if cheap and tawdry, lover's quarrel. Yes, it would fit in continuity: Gwen did leave New York for Europe after her father died, to sort out her feelings. So she could have left to have children. But the reason for the sexual liaison is flimsy as toilet paper: that Norman Osborn was "powerful" and a "forceful personality" as a reason for her sexual tryst is out of character for Gwen.

And *now*, what do they do? One of the major reasons Peter Parker continues to be Spider-Man is that he tries to keep the tragedies in his life from happening to other people. With one of those tragedies now a cheapened event, what reasoning does Peter Parker have for putting on the costume again? Maybe he should kill Osborn for the final time, get caught, go to prison, and someday get out. Maybe he should become a super-villain, the way DC made Hal Jordan evolve before it before finally came to its senses. Maybe Parker should get mad, divorce Mary Jane, move to Indianapolis, and leave super-heroics to others. One of the smartest

things that DC did after *Crisis on Infinite Earths* was to eliminate Joe Chill, the killer of Batman's parents. In the earlier continuity, once Batman avenged his parents' deaths, there really was little motivation left to continue putting on the bat suit. But, by making the murder unsolved, the motivation for Batman remains the same.

Once again, these are imaginary stories, and wrongs and missteps in history and continuity can be corrected. Gwen and Peter and Mary Jane and Norman are two-dimensional characters of ink and paper. They have as much reality as Luke Skywalker or Vito Corleone or even Hamlet or Macbeth. But, in the hands of great writers (and, in the comics medium, illustrators), these bits of average tree pulp turned into paper become three-dimensional: They breathe, walk, talk. They resonate with readers and in this way they live, as vibrantly as we do. So we shouldn't care what happens to them but that is why we keep reading month after month. This is why so many older comic readers like me feel dirty after reading the current storyline. I felt as if I needed a long bath to wash off the cheapness and tawdriness. If this had been a "what if" story — or a graphic novel outside of the normal continuity — who cares? But to besmirch the good name of a comic-book character for shock effect *alone* strains the relationship of comics creators and the readers who read them.

Just because you *can* do something doesn't mean that you *should*.

Making Captain America sidekick Bucky Barnes into a heroin junkie during World War II can be done — but to what purpose? We could turn Aunt May into a former hooker and madam. That would solve the character's chronic money problems, but would it be right to the character the way she has been written for 40 years?

And this is what the powers that be at Marvel have done.

Make Mine Someone Else's.

Brent: While writer J. Michael Straczynski didn't explicitly say so, Gwen's activities with Norman read more as date rape than a willing tryst. That doesn't make it necessarily more appealing but may take some of the onus off Gwen. *For more on "Sins Past," see Page 66.*

RESOLVING A RUMOR

Dana Gabbard
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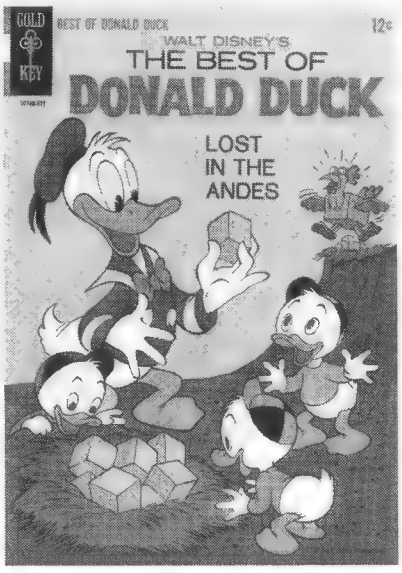
The favorite comic book in my collection is *The Best of Donald Duck* #1 (1965) from Western's Gold Key imprint. It reprints the classic 1949 Carl Barks Donald Duck adventure tale "Lost in the Andes." My brother and I purchased it in the mid-1970s from a mail-order dealer whose name I have long since forgotten. We were just beginning to get serious about collecting Barks' work and expanding our acquisitions beyond what could be acquired at our local comics shop. So, in many ways, this was the comic book that launched what has so far been 30 years of being a Barks aficionado.

So much of who I am is bound up in what I learned from the stories of Barks and my experiences in Barks fandom. Yeah, it may come across as teary-eyed sentimentality for me to gush about what this one issue represents. But we all have landmarks in our lives, and, for me, this comic book is one of them.

Is it any wonder, when I had an opportunity some years ago to visit Carl and Garé Barks at their home in Grants Pass, Ore., as part of my research for a bibliography of articles on Barks (which I hope someday finally to publish), the one comic I brought with me for Carl to sign was *The Best of Donald Duck* #1? And I told Carl just why I had chosen that particular book — its significance in my life and all that had happened to me as a Barks collector.



That is the story behind the favorite comic book in my collection.

While on the subject of Carl Barks, Maggie mused in *CBG* #1589, "There's a rumor that *Space Family Robinson* was suggested by Barks. Who knows?" Well, *I* know. Having heard similar rumors, I decided in the early '80s to resolve the matter by writing to him, and he graciously responded. The result was a short blurb I published in *Duckburg Times* #16 (Jan 83). Basically, he explained that, some years ago, he'd sent Western Printing & Lithographing his idea for a "Space Family Robinson"-type comic. Evidently, it was dutifully filed away and forgotten. Years later, Western editor Del Connell had a similar idea and took it from there. Carl noted his conception would have been more in the classic "Swiss Family Robinson" manner than was Connell's. And that is the truth behind the rumors.

COMICS IDEAS GONE WRONG

David L. Klees
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Harrisburg, PA 17112

I am responding to several items in *CBG* #1599.

On page 34: One of my co-workers had been in California the preceding summer and seen a preview of the first episode of the *Fish Police* cartoon. She was constantly buzzing her displeasure at the extremely lewd dialogue, most of which had been deleted when it was shown on television.

On page 37: *CBG* could easily devote an entire page to Disney's mistakes with its own comics and with Gladstone's comics. Disney demanded that Gladstone retain possession of all original art

(contrary to standard industry practice of returning art to the artists), forcing Don Rosa and William Van Horn to do their work for the European market, to be eventually *re*printed by Gladstone. Neither the Disney nor Gladstone comic books were sold in the gift shops at Disneyland and Disneyworld, even though Bruce Hamilton has said his company had begged Disney for access to those gift shops. (I am reciting what I remember reading in ***CBG***.)

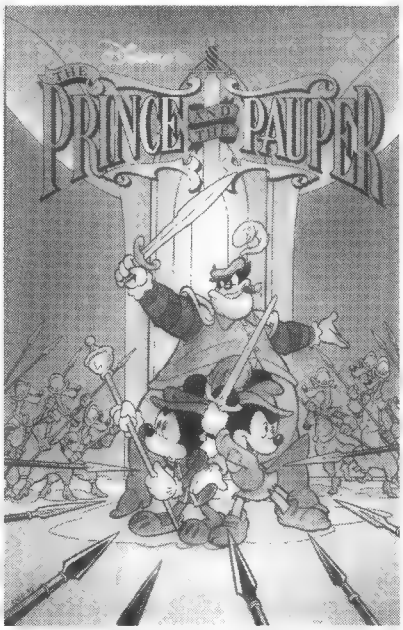
How is Gemstone doing with its Disney books? Are they breaking out into the larger market or are they becoming low print-run specialty items available only at comic-book stores? (I keep hoping that Steve Geppi is showing the same business smarts here as he did 28 years ago, when I was buying comic books from him in his rented basement, and that Gemstone's comics will reach the larger audience.)

On page 38: The first several issues of the 1960s King Comics line were available unbagged on regular comic-book spinner racks; I well remember when, suddenly, they were no longer available and how much I missed them. Apparently, I had purchased the first four issues of King's *Blondie* (#164-167) from the newsstand, since I have these issues but have never tried to obtain back issues of this title.

On page 129: *The Coming of Conan the Cimmerian* is the first of three volumes from Ballantine/Del Rey, which is supposed to print all the Conan stories by Robert E. Howard, including fragments, as they were originally written by Howard. These books are initially published in very expensive, limited-edition hardcovers, followed by reasonably priced trade-paperback editions.

I have been waiting for these for more than 30 years; they deserve serious recognition from ***CBG***. Are there any ***CBG*** readers who can give an authoritative review, whether these books are actually accomplishing what they claim to be doing?

Maggie: *One problem with certain destination marketing occurs when the destination itself rejects the form. The Warner Bros. stores didn't carry a full line of DC comics, even though that might have seemed a logical site for outreach sales. Periodicals (with new shipments each week) are not necessarily eagerly embraced by stores more geared to products with high markups designed for monthly changes at the most frequent. When Disney took over its own comics line briefly, it attempted to address some of that by producing some trade-paperback-format material without cover dates — but even that didn't mean a guarantee of Disneyland product placement. See* **The Prince and the Pauper**, *shown above.*



Disney Comics tried undated trade paperbacks that could stand alone in shops. Its* Prince and the Pauper *didn't even have a copyright date. The $5.95 issue was written by Scott Saavedra and drawn by Sergio Asteriti. Editor in chief of the line was Len Wein; editor of the 64-page trade paperback was David Seidman.

FOR ART'S SAKE

by Chris Smigliano

LAST KISS

BY JOHN LUSTIG

Santa Claus! Is he really just a jolly old elf...or is he something more sinister? A spokesperson for the ***Department of Homeland InSecurity*** refused to label Santa a terrorist, but pointed out, "Every year Santa enters our country illegally, evades our radar, breaks into countless homes..." Art by the Vince Colletta Studio

Santa knows when you've been naughty! And he's got the blackmail photos to prove it!

Your finding some King Comics on regular spinner racks is yet another sample of the wildly divergent marketing of the line. I wouldn't be surprised to learn that a store owner removed the comics from the triple-comics bagging device — or even that King tried shipping the comics that way to some areas.

But, to repeat: We were able to find in ***no*** *newsstand in Cleveland or nearby Lake County the King Comics we were looking for, except for that one hospital gift shop — and those were the bagged version that King Editor Bill Harris touted as his new sales device.* ***Blondie*** *#164 (Aug 66) was the first from King, and King published issues through #175 (Dec 67).*

It's ***possible*** *(and I'm cudgeling my memory here) that King* ***began*** *with regular distribution and then moved to the bagging program — which would explain why you didn't find #168-175, though they were still being produced. More research, more research, more research ...*

GOOD POINT

Lee Houston Jr.
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Houston, TX 77060

While I agree with your article in *CBG* #1599 about the worst comic-book ideas in the history of the industry, I would like to point out one thing:

Although Howard the Duck's movie did lay an egg, that is still a neat trick for a male duck!

INTRODUCING *COMPU-M.E.C.H.*

Theodore R. Riddle, President
Monolith Comics
78 Possum Hollow Dr.
Hackettstown, NJ 07840

Let me introduce myself. I'm publisher of the bi-monthly graphic novels *Compu-M.E.C.H.* (the Mechanically Engineered and Computerized Hero). I publish *Compu-M.E.C.H.* under the Monolith Comics banner and have spent the past five years making my business plan for my self-publishing company. Most of the information I have gathered is directly from letters to the *Oh, So?* column in ***CBG***, from some of the columnists in ***CBG***, and some other sources.

What this information has led me to create in my graphic novels is largely based on what you've requested that the "big two" provide. I also need to be true to myself and create a comic book I will enjoy doing. I love drawing and writing super-hero stories. I have also heard a plea that there be something else new and refreshing. The story of the Compu-M.E.C.H. involves Dr. Green (inventor of the Compu-M.E.C.H. project) and Tommy Chase (controller of the M.E.C.H. unit). I've blended a muscular, pumped-up M.E.C.H. unit and added a science-fantasy flavor to the stories. With this, I am being true to myself.

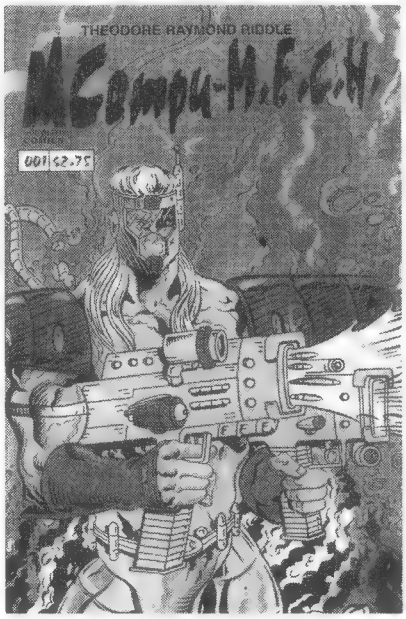
Now to address needs of comic-book readers: In my five-year study, I have seen a similar pattern requested by most readers who have written to *CBG*.

My conclusions: Readers have continually requested that they want to get more for their money. Reading a 22-page installment of a story that goes on for months has left them feeling empty. These readers have said that they would be willing to pay more for a fuller package.

It has been requested that writer-artist teams write more kid-friendly stories. That does not mean stories that insult our intelligence but the same stories that we read that made us want to get into this business in the first place.

Others have asked for more "Done in Ones" with substance. Timely publication has been a large problem in this industry for the past four years or more. It has contributed to readers losing confidence in a book or publisher. Also, if readers find that great artist or writer on their favorite series, the pro may sometimes leave that book. That can also be disheartening.

To address these concerns, Monolith's bi-monthly *Compu-M.E.C.H.* novels are at least 64 pages of story and art. They are all "Done in Ones." The stories and graphics are intelligent but also action-packed enough to hold the interest of an adult reader as well as that of a child. The action portrayed is not



violence, but action.

Monolith Comics has already printed up to #10 of the series and has only released #6 as of October. I have also already finished #13 on the drawing table.

As for a retirement of my book, that will not happen until I die. This is what I was born to do and I can't do anything else. I'm already painting a graphic novel that will be my final testament to Compu-M.E.C.H., which will be released after my death to help any of my loved ones with financial problems.

I realize I'm the new kid on the block, and I would be wiped out financially on the shelves against the big guys through any distributor, due to high printing costs and other costs. I will eventually be able to get to a distributor but only after I've already acquired a following by my own initial hard work. I advertise every other month in *CBG* in the *Showcase* section. You can see a preview of my products and inside pages of the graphic novels at my web site. You can also order my product with a credit card at *www.monolithcomics.com*.

A WONDERFUL ARRAY

Marc Chibitty
350 Roberts
Sainte Genevieve, MO 63670

I recently went through a change of venue at work and have discovered I make less money now. This has caused me to stop buying comic books. *CBG* was next up on the chopping block, but then I received it in the new format.

At first, I was dismayed, because it looked like *Wizard* but, when I looked inside, I was delighted to find a wonderful array of new things. I love the *Retroviews* above the price guide. It's great that you are doing *Amazing Spider-Man*. My brother sold my Spider-Man collection when I was at college; it's fun to read the synopsis of the early issues. I hope you get to the place where my collection started and I can relive those memories. I also enjoy the *Bottom Line*. All of the comics and DVD reviews are great, too. After that experience, I renewed my subscription for another three years.

I finally saw *Spider-Man II*. It was good but I found some people to be out of character. I especially didn't like the way Peter kept taking his mask off. The Pete I know would run away from a fight to protect his identity or wear a paper bag or do a web mask. It was disconcerting. The way he tried to stop the train was laughable, reminiscent of a certain Man of Steel. I can't wait for the DVD, though. I hope it's as good as the first. The first was the best comic-book movie DVD ever. The next best is *Hellboy*.

Thanks for the format change!

Maggie: *We're delighted you enjoy the facets we've been able to add, thanks to the new format.*

For some reason, it was the train scene that punctured my suspension of disbelief, too. Mind you, the same thing happened for me in the first Spider-Man film with his holding up an entire tram plus Gwen — oops! — Mary Jane while The Green Goblin attacked.

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Stand-out retailer

GOLDEN HEART

by **PETER DAVID**

You might have seen him back when he showed up in at least one issue of Archie Comics.

I've been attending conventions and visiting comic-book stores and getting together with retailers for so long that they tend to blur together, one into the other. But there are moments that stand out for me — and a few stores and a few retailers. And Bill Liebowitz, owner and manager of Golden Apple Comics in Los Angeles, Calif., was prominent in all categories.

So it was a sad day when we lost Bill, who passed away from a heart attack on Oct. 27. Someone with a heart as large and strong as his — you'd think that it was capable of boundless functioning.

If you think you haven't seen Bill Liebowitz but you're any sort of a long-time comics fan, the chances are you have. I can't begin to count the number of times that TV news organizations would do articles about some new trend (old to us, new to them) in the comics industry, and Golden Apple was the "go-to" store for comments. The store was consistently clean and well-organized, with about three times the amount of stuff you could reasonably imagine would possibly fit into its 4,000 square feet of space, yet it never seemed overcrowded. And there would be Bill, talking with authority and confidence about whatever aspect of the industry it was that some newscaster was shoving a camera into his face about.

You might also have seen him back when he showed up in at least one issue (that I know of) of Archie Comics, as he welcomed Riverdale cast members to the store.

For that matter, Golden Apple itself was the basis for the comic-book store "Golden Orange" that was the setting for some issues of *Captain Marvel.*

In the real world, it was and is frequented by many high-profile movie types, the store of choice for the growing Hollywood population that adores and embraces comic books. The store showed up in at least one

movie that I know of: *Free Enterprise*, the brilliantly hilarious film about two adult movie-making fanboys who idolized "Captain Kirk" in their youth and have their lives turned upside down when they run into William Shatner in a used bookstore (reading porn, no less). As one might expect in such a filmic endeavor, some of the action takes place in a comic-book shop. One of the Golden Apple stores was used, and there behind the counter was Bill's wife, Sharon. The gently hilarious thing was that I've never seen Sharon looking as elegant as she was in that film. She was dressed and coiffed, not as if she was casually working the register at Golden Apple, but, instead, as if she were going to, well, be in a movie and wanted to look her best. Which I should say, by the way, she did.

And now she's a widow, which is just devastating. I'm told that she's taking it well, but you know how these things go. You're in shock for a while, and you're still not fully accustomed to referring to your loved one in the past tense, and then it hits you eventually. With Sharon and her family 3,000 miles away, I'm obviously limited in what I can provide insofar as support goes. I guess, when you get down to it, the most I can offer is the following:

I want to thank you, Bill.

I want to thank you, first and foremost, for being a great guy, great friend, and great retailer. No store could possibly top yours for consistent and aggressive support of the comics industry as a whole. You routinely had exciting writers and artists appearing at Golden Apple in well-organized, well-publicized events that enabled your customers to meet and greet their favorite creators.

Whenever I would happen to be in town, I'd swing by the store, and you just about always made the time to talk to me, ask me what I was up to, what brought me out there. You'd ask about what meetings I was taking and what my prospects were for future projects. I have some nifty stuff coming up, and it pains me that you won't get to see it so that you could tell me what you think.

Nobody threw parties better than you. At one Golden Apple bash, I met Doctor Demento and "Weird Al" Yankovic in the same night, which was seriously cool — especially when the good Doctor told me *he* was a fan of *mine* and had me sign his autograph book.

Although the get-togethers you sponsored at the store were outshone by the one I remember in particular; it was at the carousel at the Santa Monica pier. I don't recall off the top of my head what the specific occasion was (although my best guess is that it was something like Golden Apple's 10th anniversary). But you slated it to follow the San Diego convention, which meant that just about every major comics pro was on the left coast, and the turnout was nothing short of sensational.

The night air felt as if it was literally crackling. Music was provided by "Seduction of the Innocent," the comics all-star group that included Al Collins, Miguel Ferrer, Steve

In the real world, Bill presided over yo-yo contests.

In 1999, Bill presided over a Golden Apple party. Five years later, comics fans and pros (smiling for the camera) paid him loving tribute at his shop.

Leialoha, and Bill Mumy, and the band was in rare form. They were pounding out a combination of cover tunes and original ditties, while tons of people danced in the midst of the carousel house.

And I remember that Sean Cassidy, a friend of Mumy's, showed up. Absolutely no one recognized him, because he was wearing a baseball cap pulled down tight over his hair and the brim pulled low. I knew him because I'd met him through Bill, but everyone else

DC's Bob Wayne

was partying too much to realize that the idol of a zillion teeny-boppers was right there among them.

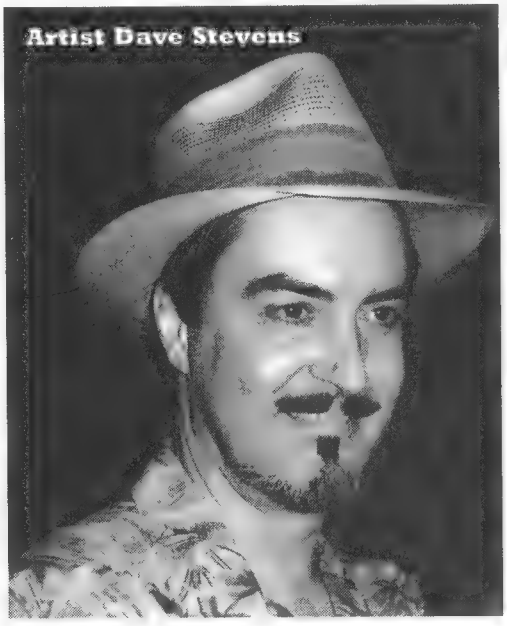
"Are you gonna sing with the band?" I asked.

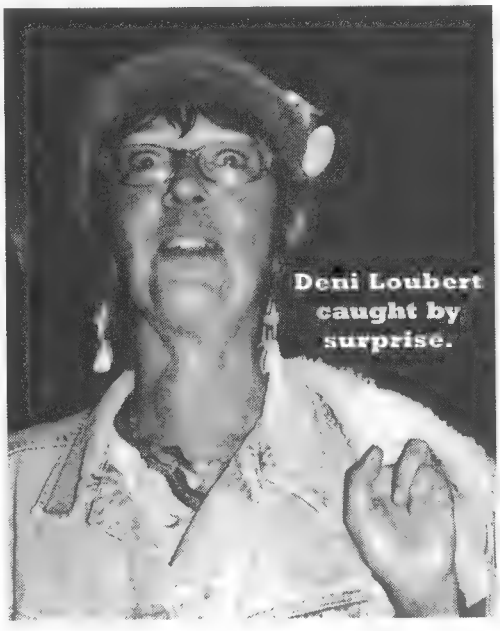
"I dunno," Sean demurred, obviously wanting to remain incognito.

"Aw, man, you gotta do a number with the band!"

Apparently, Bill and the other members of "Seduction" were of a similar opinion, because finally Bill informed the party-goers, "A friend of mine's gonna sing a tune with us. C'mon up, brother." People were so busy drinking and chatting that they didn't give him a second look. Bill Liebowitz, I'm pretty sure, knew, because I saw him from across the building, and he was grinning like a loon.

The band launched into a cover of "Light My Fire," and Sean began to sing. And Sean


Artist Dave Stevens


Deni Loubert caught by surprise.

Photos by Maggie Thompson

Writer Len Wein

just cranked it up. Now, understand, the vocalists of "Seduction" are certainly no slouches. But Sean's got pipes that owe their DNA to Shirley Jones and Jack Cassidy, and he was a rock star besides. The result was that, the further Sean got into the song, the slower people danced, as many of them stopped just to listen. By the time he got to the end of the number, practically blowing the roof off the place as he belted, *"C'mon, baby, light my fiiiiiiirrrrre!"* dancing had come to a virtual standstill, as everyone stopped and gaped and applauded and asked each other, "Who the *hell* is *that?"* while Sean quickly shook hands with the band and, like Elvis, left the building.

And later, I sat at a picnic table outside, opposite Bill Liebowitz, and Sean was there, and we all chatted about comic books. That evening remains one of my fondest memories.

The next time I sat opposite Bill at a table, it wasn't such a fun time. Not that I knew how depressing it would be when I'd started out.

Basically, I was in Los Angeles, having been a guest at a woefully underattended Creation convention. It was the morning after the convention, and I was walking outside near my hotel. And, purely by happenstance, Bill and Sharon went driving past. They honked at me, got my attention, waved, and promptly invited me out to breakfast.

I mean, how nice was that? Drop everything, there's Peter David, let's see if he wants to do a meal.

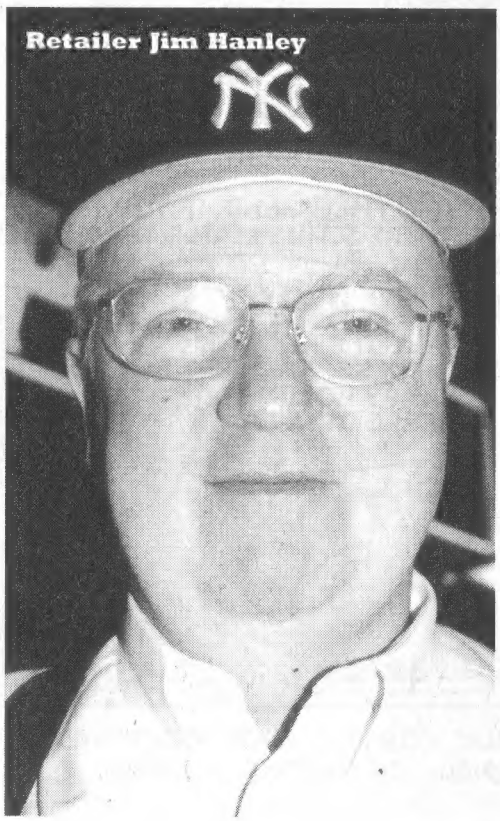
So I joined them, and we went out to breakfast and chatted about this and that, and then Bill happened to mention one of the major news items that I hadn't heard about yet. I could scarcely believe it when he told me. Lana Clarkson, a stupendously gorgeous film actress noted for such cheese fests as *Amazon Women on the Moon* and whom I had seen barely 18 hours earlier at the convention, had been shot to death in the mansion of music legend Phil Spector.

I couldn't believe it. Bill and Sharon couldn't believe I hadn't heard, since it was in all the papers. But I hadn't put on the TV that morning or read the paper yet, so I was out of the loop.

Except for the time that Bill and I commiserated about the untimely passing of Carol Kalish, Marvel's former head of direct sales, it remains my only "down" memory of Bill Liebowitz. Otherwise, Bill was a fixture of West Coast conventions, and it was always great to see him.

Barrel-chested, moving with the attitude of a slightly laid-back rhino, he was just an all-around great guy.

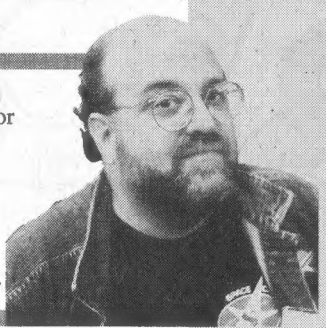
Fandom and the industry are the less for his loss.


Retailer Jim Hanley

The next time I sat opposite Bill at a table, it wasn't such a fun time. Not that I knew how depressing it would be when I'd started out.

PETER DAVID, writer of stuff, has written *But I Digress* for *CBG* since #871 in 1990.

Write him at P.O. Box 239, Bayport, NY 11705 — and check out his website at ***www.peterdavid.net***!



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Bill Liebowitz

1941-2004

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